



(C=12)
Final Resistance

NOBODY'S LAUGHING ANYMORE. There's other intelligent life in the universe. They happen to specialize in medicine. As resistance thirty-five frenzied missions. Equipped with a cyborg eye and an arsenal of apocalyptic firepower, it's up to you to stop our imminent



"All of a sudden there was this bright light

and I felt my body lifting off the ground. The next morning I had scars all over. I swear some of my insides are missing. The worst part is, I think they're coming back."

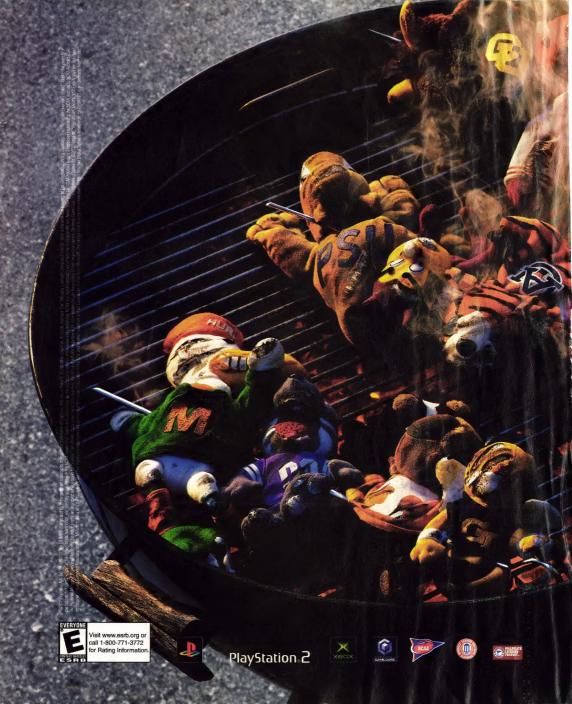
- Velda Ruddock, 58

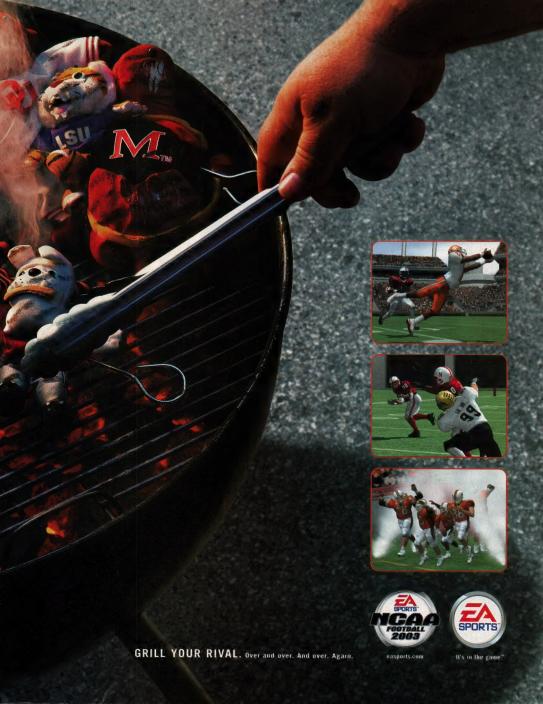


fight rt. Riley Vaughan, you'll have to sniper, solve, scheme and completely obliterate your way through extinaction. From the makers of the MediEvil® series comes this unforgiving do or we all-die mission.















www.playstationmagazine.com

ZIFF DAVIS MEDIA

CRIMINAL ACTIVITY

There have been so many character-based games over the years that it's easy to get confused between something intended as a "mascot game" and something that's just supposed to be fun. Sly Cooper definitely falls into the latter category, and although it hasn't received much hype prior to its release, it was one of the big hits of the recent games industry trade show, E3. The game should be out in stores next month, so to whet your appetite, we grilled the development team on what the hell they were thinking making a game with an unfeasibly long and silly name and a kleptomaniac raccoon as the

John Davison main character. Sucker Punch, for whom this is the first PlayStation game, has done an amazing job. Yes, as weird names go, this one is up there with the best of them, and yes, let's face it, Sly does look a bit "festive" in his little blue outfit, but let's not digress. At its heart, this is a platformer in the Mario tradition. You don't

just collect things for no reason, the tasks actually have some purpose, and there's a story pinning it all together that's worthy of the presentation. We're big fans, and we think you will be too. Elsewhere this month, we have the first details of something else you might be quite excited about: Grand Theft Auto: Vice City. No screenshots yet...but we do know when it's coming, what it's about, and we at least have the box art, from which we've tried to

draw some hasty hypotheses. The game will be out in October, so expect lots of cover-

ABOUT OUR CONTRIBUTORS

ZOE FLOWER

She writes, plays video games, makes TV shows, and is the current Wimbledon champ, She produces rock videos, designs Web sites, and throws a 99-mph fastball. That's what she tells us, at least

RYAN LOCKHART

Move over Hef As I A's

playboy extraordinaire,

Ryan works at 7 Studios

when he's not busily win-

ning over the ladies. You

might remember his

pretty visage from his

days at EGM. Or maybe

your older sister at E3.

he was the guy hitting on

age on this one in the next few issues!



KAREN JONES

Taking time away from her main assignments for The New York Times, Karen boned up on her scary movies this month, then tested her tolerance by getting inside the head of the master of terror, John Carpenter, when she interviewed him at E3.



JOHN SCALZE

Our main man, our go-to words, John has written for more publications than you can shake a stick at: the San Diego Tribune, New York City Magazine, the Fresno Bee and the Chicago Sun-Times: Visit him at



Video Games Have Ratings,

The Entertainment Software Rating Board provides infor- EARLY mation about video game RATING content. ESRB ratings are intended as guidelines only; children 3 parents should still monitor

WWW.ESRB.ORG



inappropriate

by parents

EVERYONE CHILDHOOD RATING The F replaced Deemed suitable for the previous K-A rating last year or older. kids ages Products carrying this 6 and up. E-rated ga label have absolutely no may contain material that minimal would be violence

tanguage



TEEN RATING Contains suggestive themes, mild or strong language and animated violence. Some parents may want to supervise



MATURE RATING **ADULTS ONLY** These games The extreme or contain more adult themes the ratings, suitable such as blood for adults only Packs sexua themes and and gore, stronge fanguage and extreme sexual themes violence Console Deemed not manufacturers suitable have yet to allow an A0-rated game

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Just Like Movies

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IT'S IN YOUR BLOOD.

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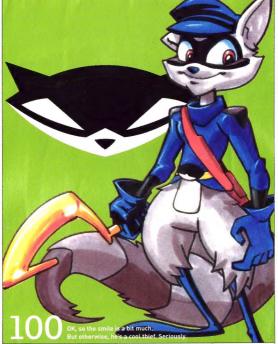
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Tips on beating up the bosses

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VIDEOS: Mat Hoffman's Pro RMY 2 Dragon's Lair 3D Kingdom Hearts Test Drive

BEHIND THE SCENES: Virtua Fighter 4 UFC: Throwdown The making of the new SCEA.com

COOL MOVES: Grand Theft Auto III Marimo Drakan Мах Раупе

STAGUNWOOD High Heat Baseball 2003

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BRIT POP!

Want to turn your demo disc playing up a notch? We offer some challenges, as if PlayStation Underground hasn't given you enough.



STREET HOOPS

THE DETAILS:

In this demo you'll go one-on-one with some hardcore streetballers at The Cage on 4th Street The game's only three minutes long, but that's plenty of time to see all the sweet moves.

HAVE YOU TRIED.

shutting down the opposition completely? We're talking shutout here. Give it a try.

..scoring 30 points in a game? You'll need to push, shave, turbo and score. All in a hurry if you plan on breaking the 30-point barrier. And you have to do it on Normal mode, by the way. Novice doesn't count. diving to steal a pass? Press Triangle to block a pass and you'll dive instead of jumping.

STUNTMAN

THE DETAILS.

You're the stuntman in an Indiana Jones ripoff called The Scarab of Lost Souls. You'll need to drive your shocks-free ieen all around a town that closely resembles Cairo, Egypt. Good luck

HAVE YOUT TOLEN.

finishing the demo? If you're psychologically trained to be the most patient person in the US of A. then maybe you can pull this off. For the rest of us, let's go get a Slurpee. Make ours cherry ...running over the camera to the left of the starting point? It doesn't accomplish anything, but it'll relieve some of the tension of failing at the demo time and again

FREEKSTYLE

THE DETAILS:

You play as "Mad" Mike Metzger on a ruggedly monstrous track called the Monumental Motoplex. Though it suggests as much, no amount of victories will unlock anything here

HAVE YOU TRIED

pulling off every one of the 15 tricks in the Trick Book? Press Start and click down to the trick book to see how to pull off every trick.

...tweaking your tricks? When you're in the process of pulling something off, hold Square to make your trick even more dangerous.

.finding the shortcuts? To the left of the starting point is a tunnel that runs below the track. Go in

UFC: THROWDOWN

THE DETAILS

You get to choose from one of four tough guys, then you have to go inside an octagonal cage and fight. And really fight. None of this WWE stuff Mostly you'll end up tapping out, which stinks

HAVE YOU TRIED

...keeping a straight face while looking at the Jar ar Binks-style announcer?

avoiding a hospital visit after rigorously tapping

winning a match? This is tough business and just when you think you're going to hospitalize a guy, he flips you over and you tap out. bitch-slapping a guy with the Square button?

BRITNEY'S DANCE BEAT

THE OFTAILS.

You're auditioning to be part of Britney's dance troupe. You can either dance with fly guy Rob or sassy Elisa. The tryout features one song, ..Baby One More Time Impress Britney to win!

HAVE YOU TRIED.

...playing the game? We know the loading video screen features some pretty sexy pictures of our favorite damsel, but the demo has gameplay on it.

...nailing 50 perfect button presses in a row to raise your combo meter to 50?

..nail 100 perfect button presses in a row to raise your combo meter to 100?







CORN FACE

Zone Restriction: Restricted Home Planet: Kernal Species: Brinta Eyes: Yellow and bloodshot Hair: Only in his dreams Sex: Just once; back in the '808 Complexion: In need of serious exfoliation

Special Abilities: Twice the strength of average human Weaknesses: Melted butter, salt

ALYASES: Corn Hole, Big Mean Alien Guy, Mr. Nasty, Max EMERAL BACKOROUND: Like a side dish gone bad, Corn Face is an angry, violent offender who CHARLAG BACKGROUND: Like a side dish gone bad, Corn Pace is an angry, violent oftender will repeat on you without warning. With his vicious temper and a grudge against all MIB will repeat on you want to get creamed.

MARKING: THIS PUGITIVE IS CONSIDERED ARMED AND EXTREMELY UGLY.
TO REPORT AN ALIEN SCUM SIGHTING, OD TO: www.mib2game.com

MIB MOST NTED FUGITIVES



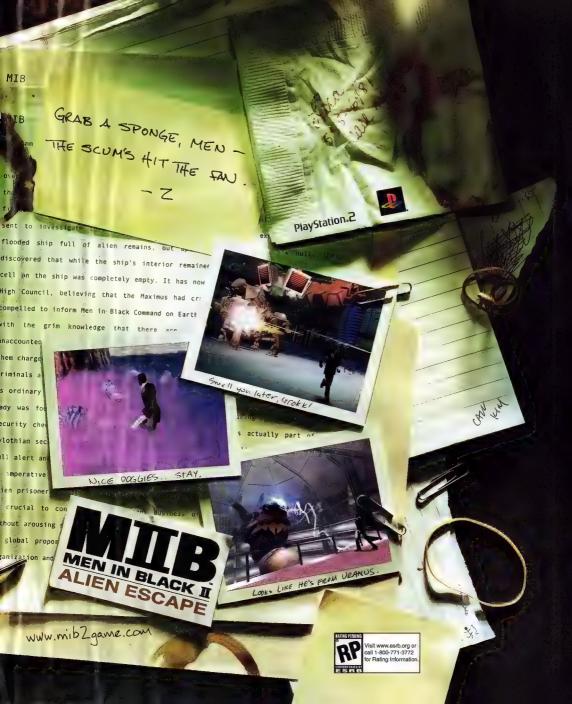


Eone Restriction: Restricted Species: Charcarodonii Eyes: Watery Hair: Nope Sex: At your own risk Complexion: Scaly Special Abilities: Razor-sharp teeth have been known to transform slow swimmers into lunch meat Weaknesses: chubby human legs splashing in the ocean

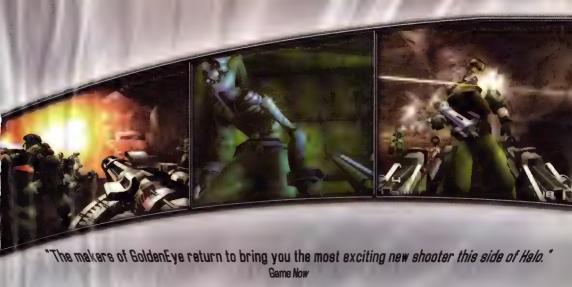
ALIASES: Chum Breath, Buzz-Kill, Flipper, Finnigan

EXPLOIDED; With an insatiable appetite for killing, Shark Mouth is the most notorious as of the most savage and unpleasant races in the universe. Tronically, his species also messlves culturally superior, largely based upon their curious enthusiass for high-budget mix biggest local success, "Sharks," is notable, if only for its high body count.

ING: THIS FUGITIVE HAS AN EXTREMELY BAD TEMPER AND WILL BITE YOUR HEAD OFF AT BAIGHTEST PROVOCATION. TO REPORT AN ALIEN SCUM SIGHTING, GO TO: www.mib2gam







"...the best-looking first-person shooter currently in development for the PS2."

Gamespot.com

"...a true heir to GoldenEye...so polished it shines."
XBOX Nation

"A brilliant game" Nintendo Power

"TimeSplitters 2 is going to be awesome."
IGN.com

"Looks like one of the best FPS yet. We can't wait."
PSM











Letter of the Month

Think you have what it takes to write the Letter of the Month? Send us vour video game expositions and you could win the official OPM Box of Jov. We nack our Box of Joy with an assortment of nifty goodies from all your favorite software

companies.

Finishing Games In A Week, Like Every Other American

I'm writing due to the recent lack of quality RPG gaming. I'm not exactly sure how long it's been since a true RPG game has come out on the PS2. I recently finished up Grandia II, and it's a no-brainer that I beat Final Fantasy X less than a week after Christmas, just like every other American I've got a terribly long wait for another RPG to come out. I guess the next one will be XenoSaga, and what can I do to tide myself over till then? There's nothing. I'll go insane. It seems that now the traditional RPG has all but disappeared. Now that we're headed into this online kick (that will be very profitable for gaming companies, I'm sure), I'm reluctant to enter this "new age" of gaming. My recliner and my PS2 become my own little world when I'm playing an RPG. When Final Fantasy XI comes out. I'll have to deal with thousands, hell, millions of other annoying gamers. What ever happened to the quaint, little console-to-player relationship? I think that we are headed into a real downfall of the RPG, and within a few years, no one will remember what fun it was to sit down and play FFX or FFIX all by their lonesome. Soon, all gamers will be fixed in front of their televisions for hours and hours waiting for their friend to show up. He'll be late in the game just like he is in real life and, yes, you'll be angry. I'll definitely throw my bucks toward the online service, but I am unhappy.

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If you need to reach us now



This picture has nothing to do with your letter, Smitty, but we really weren't sure how to respond. You should probably lighten up a little. So here are some girls, clearly enjoying a multiplayer gaming experience (possibly an RPG) without the aid of an Internet.

JustoSmitty@cs.com

QUESTION MOMENT

Last month, we asked you about your feelings on online gaming. Next month vent your spleen on remakes of old classics F-mail us at

OPM@ziffdavis.com. Mark your notes "MILKING THE OLD STUFF"

[Online gaming is] going to be awesome. I mean, you can have a narty and say, "Hey, I need some ail. Can I borrow some?" I can't wait. Hey, I might see you awesome gamers online there, too?

> Rob Grunwald King998246 Ryahoo com

With thousands of people playing at any given time. Final Fantasy XI would be sweet. Zarrakk@aol.com

I've been playing EverQuest for a little over a vear. and I've talked to people from all over the place: Brazil, Australia and Europe. Online is great.

> Kevin tiwvant Madelphia.net

It makes a construction. When Beserr Storm has pened, I wash thous oncerned was 1D years and, I make who was happening, but

Last September, I was writes whe a bit scared—and just awest what had happened to my tellow o just a symbol: Then I planted W. sill o

of time, right? Well, I tigured it would be just another game, loc, which is a di-

then stormed Omnha elector cloped me as I made my way to the to cover for his men il dic so. Men ad out for nelp and for me so pro-er fice for from To help them sto wessence of a N. And then it he out of nowners: I was provid to be ause for once I could see it for some ing good, something compassion

feah, on some levels this is kill of s as act, about the legitin Amendment... Prope they play a mes rick made me want to fight for America be least in the context in the gan - | Applicat has to count for some the ChronoSouall14
From the OPM message board

comments. See some of them: our me sage board round-up on the right.

Gamers are talking about...

OPM's monthly roundup of hot topics, gathered from e-mails, message boards and chat rooms

 VIDEO GAMES AND PATRIOTISM (see Letter of the Month! "We need to let games like Medal of Honor show us what these hrave American soldiers (God bless each and every one of them) went through in fighting for our freedom, and experience the horror, and also experience a great game at the same time," says ohitbehaaave, "I won't play this game, KimmiSue confesses. "I don't like first-person shooters, but it sounds a lot different than the first two MOH games before this, which I have seen played. If I could in any way, shape or form, bring myself to play an FPS, I would pick this up. I'm glad that something-even a video game-has caused you to have pride in our country. . DEALING WITH CHARACTER DEATH "How would you feel if the main character died in the game?" asks MageAuronX. "What if Solid Snake really did die, What if Tidus died? Cloud. Fei, Alundra, Ryu or any other RPG character? Matter of fact, any other genre?" Luca Blight 777 responds. 'Actually, I would like to have the main character in Suikoden 2 die. In my opinion, he's just an annoying little kid who never talks " IwannaworkatOPM feels differently, though, "OMG .I hate when main characters die.... In FF8, there is a part where you think three of your chosen party members are dead. When I saw the scene of them



saying, "I guess this is the end. ' and the explosion goes off, I started to cry, I wanted to beat up the person who created that scene.... But they survived! Hooray FFX's ending (I won't ruin it) made me cry, top.... If you've seen the ending, you can most likely understand why.... I am usually emotionally attached to every main character t play as Well, except for Raiden... • MGS2 SUBSTANCE WOES "Why does Xhox get Metal Gear Solid 2: Substance before us? We're the loyal fans?!" asks spider_man_123. "Hey, as long as we're getting it, I'm happy," responds Coupdetatlalala. "Hey, you never know. PS2 Japan got MGS2 after us, but they got all kinds of cool stuff! Maybe, just maybe, Konami has a little surprise in store." Shadow_sword attempts to make people see sense, though: "Who says the Xbox is going to get it first? All they said was the PS2 and PC release dates were undetermined. The trailer was using footage from the PS2 version anyway."

HOW TO BE A BETTER

EVERYTHING ELSE COMES SECOND

Bathroom breaks, phone calls, holidays pet funerals, girlfriends ... everything! (Unless she's modeling her latest thong, then by all means put the controller down!)

KEEP YOUR BALANCE

Job: 20% of your time.
Skin mags: 5% (but an excellent 5%)
Food: 10%.
Gaming: 75%.
(Yes, that's 10% over. But you plan on giving 110% don't cha'?)

PERSONAL PROPERTY.

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LEND UP ON UDURE

Trans

SURFSMARTER

Sign up at blockbuster.com for our FREE Games E-Newsletter. It's packed with new releases, special offers, and promotions. And more! (And you thought dot.coms were dead.)

DUNE TOUR WAY AT BLOCKBUSTER

of an aux dames and systems. The bottest blick are guaranteed to be there. And there are more somes of more games than ever Now BLOSKB Parts to tally committed to games. Are you?

(Stop thinking about that thong, will ya











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Online games, clearly all the same as each other. Just like GameCube games and sci-fi movies.

MATTHEW

GTA4

Tekken 4

9. Freekstyle

3. SmackDown 4 4. Metal Gear Solid 3

5. More money 6. A good 989 game

7. Stuntman 8. Multiplayer GTA4

10. Something else to

OPM@ziffdavis.com

E-mail your most

wanted list to

Mark the subject MOST WANTED

Try Playing One

I always thought online gaming was a good concept until I realized I don't play any online games. Not one. And maybe that's because they all seem the same. You fight, you level up, fight, level up, etc., with no end in sight. So what's the point? When I think of all my favorite games | Sons of Liberty, Onimusha, FFX, Devil May Cry, Resident Evil, etc.), they all have something in common-a really engrossing story. And that's what I love the most about them...that feeling that I'm living this story and working toward something. Maybe it's just me, but I don't see that with online games. rabutman@aol.com

This is just a wild stab in the dark here, fella, but maybe you should try playing an online game before making this kind of judgment.

Deus Ex: The Ignored?

Is there a special reason that you guys all but ignore Deus Ex: The Conspiracy? I know it's the kind of game that you either like or you don't, but is that a reason to deprive the masses of this groundbreaking game? Covotelaw@aol.com

It was our lead review in issue 56, and we scored it a very healthy 4.5. We're big fans, but unfortunately it seems that a lot of PS2 gamers aren't. Since the game was released, it hasn't sold very well, and many who have played it don't seem to be interested in the subtle nuances of the extremely complex storyline, Folks should really give it a go.

Chat With Us

Wanna chat with us along with other like-minded gamers? Then head over to www.playstationmagazine.com, click on "Talk to the OPM Editors Online Now!" and chat it up on the message board. We frequent the board daily, so it's a great place to ask us questions-or to just chew the fat with fellow gamers.

HITS

CUTE GUYS I think you should publish more about what the girl gamers like. Guys think Rikku is the hottest. Big surprise. That's mostly what I've heard from male gamers who've played FFX. What about the girls? We may think Tidus is the hottest guy, and Seymour. even though he's evil, is the most handsome. I think you should have a few girls write about their opinions of the FFX characters and who their

favorites are. Shannen vipervenom523 dhotmail.com

Look at that! We just did

FIGHT

If Omega Boost and Zone of the Enders' Jehuty got into a fight, who would win? I think Omega Boost would be the victor. because it isn't piloted by some whiney wuss

bastard. Superfreac @aol.com

LOTSAREVIEWS 1,000 reviews? Where? Troy Buchanan seven_digits03

@vahoo.com There are over 1.000 in Replay

QUICK ASK US ANYTHING AND WE'LL DO OUR BEST TO ANSWER

If you've got questions, we've got answers. See something in a game and are curious about it? Send us an e-mail and ask whatever you like. Send your questions to observe indexisterm and use the subject line ASK US ANYTHING.

MORE OKAGE?

Q: My friend has been bugging me about Okage 2. Now, I know you didn't think the first game was so hot, but I'm pretty sure a sequel would provide a big improvement. I mean, it's a wonderful game. Nice graphics, cute characters, slightly twisted storyline. In other words, I really liked it, and I myself am wondering if there will be a second. Ashley R gamergrl10@aoi.com

A: We're not aware of a planned sequel The first one, although quite charming, didn't sell particularly well.

PC gamers? If so ... won't they all be much more advanced than us console players who are joining the story late? Poughkeepsie, NY

As The PS2 game will be a completely different one from this year's *Star Wars*, *Galaxies*: An Empire Divided on PC. Like EverQuest, console gamers will be segregated from the PC gamers

LACK OF SUBSTANCE

Q: How is it possible to play through Metal Gear Solid 2: Substance as Solid Snake when so much of the story relies on you being Raiden? Surely the interaction with Pliskin is an integral part of the overall experience? C Matsushita

A: The game interchanges character

"Does the game True Crime actually feature true crimes?"

TRUE CRIMES ACTUALLY TRUE?

Q: Does the game True Crime actually feature true crimes? Bob Truman via the Internet

A: That's a fair question. But no, it's just called that

GIMME WILE!

Q: Until there is a Wi-Fi adapter for the PS2, I will not get the Internet. I already have a Wi-Fi adapter, and there is no way that I am going to buy a cable that is over 100 feet to connect my PS2 to the Internet, is there any gossip at all about any company selling Wi-Fi adapters? KC Vavra

person63@earthlink.com

A: Check out the first pages in Spin this month. We have news of a LinkSys wireless Ethernet box.

LEFT BEHIND IN GALAXIES?

Q: When Star Wars Galaxies is released for the PS2, will we be able to play with

models, so it's feasible that Pliskin is switched for an alternate character as well. We've not seen the scene in guestion yet, but it has to be said that the new modes in Substance are more to do with changing things around and attering things cosmetically rather than them actually making any sense.

TRUE HONOR?

Q: My friend says that the Medal of Honor games are based on true stories. Is this true? Was James Patterson a real soldier who did all the stuff depicted in the games? I tooked online but couldn't find any reference to him. Kimberly Vanderbilt via the Internet

As Although the events in the game are based on events of the war, the characters and scenarios are fiction. Your friend may be getting confused with the fact that Spielberg wanted the Medal of Honor series to work as an expanded story that was set up in Saving Private Rvan. That wasn't true either.

Official Contest and Sweepstakes Rules

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THE GLOVES IN PRIDE FC ARE SMALLER SO YOU CAN ACTUALLY FEEL AN OPPONENT'S JAW SHATTER.



THE TOUGHEST FIGHTERS ON THE PLANET ARRIVE SUMMER 2002















LEGENDS AREN'T BORN.
THEY'RE FORGED.



Sneak Preview @ www.legion.midway.com













INSIDE SPIN

26

Zoe's World Our media superstar falls unger the spell of a virtual

> Britney Spears 28

Show Time

Grow Up

push the ratings to the limits. But is that a good thing?

Retro Redux

Contra. Rygar, Shinobi Detender. These classics and

What Ever Happened to ... Black & White?

PS2 Test Drive

You can't afford them, but sweet rides on your PS2

Clish MacLaver

OPMs hot Scot dishes the dirt on the next Medal of Honor

Media Roundup

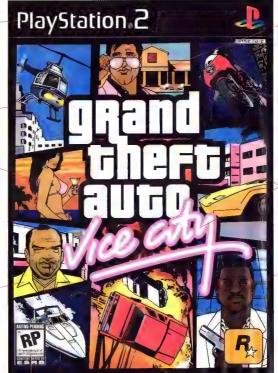
Four pages of music reviews movie news. DVD reviews and so much more

Do you hear that sobbing? It's coming from the poor Xbox and GameCube owners. They just heard the news: The Grand Theft Auto series is exclusively on the PS2 until 2004, baby.

Helicopters? You saw it here first, Which means we can ston struggling to fly the Dodo around Liberty City.

In GTA3 we had to stomach that used-up hooker, Misty. This martini-drinking. q-string diva is definitely more our style.

While we can't answer for the hairline, this looks like a young Tony Cipriani to us. Rumors are swirling that characters from GTA3 will be throwing their weight around Vice City



Possibly a young Donald Love? Or maybe he's a Scarface ripoff who has designs on carving you up with a chainsaw if you slip up.

Remember when you were bitching about the lack of motorcycles in GTA3? Looks like vou can shut your nie hole come October.

Palm trees, pink buildings and neon. Is anyone noticing a Miami theme right about now? We can't wait to ctaal that nhat Lamborghini clone!

This is '80s 8-Ball, it just has to be. We'd know that sweet-ass fade anywhere. And look at those glasses! Hilartous.

Oh, right...like anyone believes the rating is likely to be anything other than "M." Let's hope not, anyway, Speed boats played a small part in Liberty City, but a new town means new rules of combat. And that means speed boats in force.

Car crashes? In Vice City? Well, that depends on how safely you drive and how rushed you are to climb up the new mafia ladder.

GTA VICE CITY

The PS2's best-selling franchise, now a Sony exclusive until 2004, is going back in time with a supercharged '80s-style preguel

It's tough to argue that the 1980s were anything but a strange decade. Michael Jackson wore red leather jackets scarred with zippers, the music reeked of sappy discontent, and hairspray was shamelessly applied in an attempt to defy nature and gravity. But we all lived it, and regardless of whether you loved or hated The Breakfast Club or Wham!, you can't help but have a soft spot and a fascination for that decadent decade. Which is exactly what the minds at Rockstar are betting on with Grand Theft Auto: Vice City, the follow-up to the megahit GTA3.

While we don't know much about the new GTA, we're ecstatic to

report that it'll only be on the PS2. In fact, Rockstar and Sony shook hands on a deal that will keep the GTA franchise a PlayStation-exclusive through 2004. We can also confirm that this October release isn't a sequel. That should be obvious, since it's set in the '80s and takes place ın a pseudo-Miami (whereas GTA3's Liberty City was a N.Y./Chicago mix). The music will be ramped up-and we suspect plenty of new commercials are on the way. A lot of the characters from GTA3 will also show up. Apparently, it's a prequel to GTA3, though Rockstar won't confirm it. That's all we know for now, but come back next month for more details



GIRLS ON THE SIDE

The Fantasy babes return

Ever since Final Fantasy X International released in Japan with an extra video trailer set after the finale of the game, speculation has been rampant about a sequel to Square's top-selling RPG. Well, now it's official. In fact, Square will be releasing two FFX side stories, each focusing on a different character

Tentatively titled "Yuna" and "Rikku," these games are likely to include some features missing from the main FFX, Originally, for example, Square planned to give all the party members the ability to fight underwater, but that was later cut from the game. Since the trailer with FFX International shows a scene with Yuna working on her diving skills, that may be one aspect that's added to these sequels. What's more, FFX International featured a revamped Sphere Grid, so we might see that in the new games as well.

The FFX side stories are due out in Japan within Square's next fiscal year, but Square EA has vet to confirm a U.S. release, "At the moment, it is under consideration," a Square EA representative told us Considering the popularity of FFX, along with Square's limited lineup of future PS2 titles, we're betting you'll get your chance to wrap your sweaty palms around "Yuna" and "Rikkir" soon enough



In case last month's comprehensive online-gaming feature wasn't enough for ya, we've got a few more tidbits that should tide you over.

Get Connected

Sony CEA finally revealed the exact date for the Network Adapter's release: Aug. 27. Your PS2 passport to online bilss includes both a 10/100 Ethernet port for cable modern or DSL connections and a V.90 56k modern for dial-up users. Also included is a starter disc with all you need to hop online. Or you can just use your already-existing online account, even if it's with (gaspi) MSN. While the Network Adapter will set you back \$39.99, you get your money's worth, considering it comes with playable demos of TimeSplitters 2, Madden NFL 2003, Tribes: Aerial Assault and Frequency. You also get a mail-in coupon for a free Twisted Metal: Black Online. Not too shabby!

As we head to print, only one game has officially been confirmed to release alongside the Network Adapter—SOCOM: U.S. Navy SEALs. (That is, if you don't count Tony Hawk 3, which has been out for quite a while.) Following is a fist of other officially confirmed online games that should hit stores soon after:

- Twisted Metal: Black Online (Sony CEA) · ATV Offroad Fury 2 (Sony CEA)
- . NFL GameDay '03 (989 Sports)
- · My Street (Sony CEA)

- · Frequency 2 (Sony CEA)
- Tribes: Aerial Assault (Sierra) · TimeSplitters 2 (Eidos)
- . Tony Hawk's Pro Skater 4 (Activision)
- . NFL 2K3 (Sega Sports)
- NBA 2K3 (Sega Sports)
- · NCAA College Basketball 2K3 (Sega)
- . Madden NFL 2003 (EA Sports)

Online Evil

Sony's pre-E3 press conference ended on a high note with some stunning video footage of Resident Evil Online, White not much info is available yet, the trailer suggests that you'll be able to play cooperatively with four players both online and via solit-screen.

The Missing Link

Here's a helpful note from one reader who had a nifty solution to a particular online problem:

"I just finished reading the July 2002 issue. I'm especially excited about the PS2 online rollout, so I read all of the details thoroughly. I'd like to point out that the sidebar on page 89 ("Nuts and Bolts") leaves out a great option for those of us stuck with the cable modem/DSL in one room and the PS2 in another. That option is a wireless (WiFi) network. Recently Linksys announced the Wireless Ethernet Bridge (www.linksys.com/products/product.asp?grid=22&r which allows you to connect any Ethernet-capable device to a wireless network. Combined with a wireless access point

(www.linksys.com/products/product.asp?grid=228prid=171),

you can bridge the gap between the PS2 and cable modem/DSL without running wires. The range for the wireless network is approximately 200 feet (I can walk four and a half houses down the sidewalk and still have a connection), so it's more than adequate for most of us.



"Before you ask, I am not affiliated with Linksys or any other vendor. I'm just a satisfied customer." -Ken Wilson

Find Your Character

In last month's Final Fantasy XI story, we included a link to a character generator. Shortly after the magazine hit newsstands, Square revamped the site, moving the Web page. The new link is: www.playonline.com/ff11/letsplay/character/attention.html.

More on Madden

First, the bad news: Madden online will support only two players. Now, the OK news: The Madden team, which planned the release without keyboard-compatibility, is now 50/50 on using the USB keyboard. We're hoping they change that number to 100 percent-especially since NFL 2K3 will have it.



So, what did you think of Britney's Dance Beat?

not enough songs. 18% Pop stars don't Awesome! deserve Britney games. rules. 36% 46%

ZOE'S WORLD

OOPS!...ZOE DID IT

you read my column, you're well aware of my love affair with dance games, However, I'm old enough to warrant a reasting session from friends whenever they catch me humming the occasional pop song from the likes of 'N Sync, S-Club7 or Britney Spears. So it was with mixed emotions that I tore through the shrink-wrap on



Britney's Dance Beat for the PS2. It was even harder to thrust the shiny new disc into action, forcing me to remove a wellworn copy of Virtua Fighter 4. Now, I'm not saying Britney is any competition for the moves of Pal Chan or Lei Fei, but my curjosity definitely got the best of me.

A couple of hours of play through my auditions revealed a game overtly similar to Bust-A-Groove but with a repetitive song list and a cast of teenage stereotypes. I wrote it off as a novelty initially. And then it began. First, the incessant toetapping-in the office, in the car, in the bathroom, accompanied by my own shy renditions of "Stronger" and "Oops!...! Did It Again."

By the time I was in front of my PS2 again, I couldn't bring myself to remove the game. Jump to a few days later, and I've graduated to throwing out the occasional 360 or lunge maneuver while belting out "Hit Me Baby One More Time" and shopping for sparkly lip gloss and belly chains (this did not go over well with the sales clerks, as my toneless voice scared half the clientele from their shop).

And suddenly I realized that this game may not be a novelty. Yes, the game has sucked me in. Strangely, it seems to have also captured the hearts (and other organs, I imagine) of some of my male friends. So the next step in this pathetic progression leads us to compete in marathon bouts of two-player mode. The results are beyond nightmarish. Picture two rhythmically challenged 30-year-old men swinging their hips and attempting to mimic the music and moves from "I'm a Stave 4 U" while shouting profanities at each other. Not pretty, I tell you.

And so, what started as my addiction to Britney quickly became the reason why Britney now occupies a happy home on my bookshelf. It's probably for the best, I suppose. Strangely enough, what most people would consider to be a shallow game turned out to be a great experiment in social behavior and personal expression. It may have scarred me for life, but at least the experience taught me something about personal limitations and boundaries-particularly when it comes to teenidol pop stars. I just want to be clear on that. Because you can bet I'll be first in line for a Neil Diamond karaoke game.

Zoe Flower is a multimedia superstar. She writes, she makes Web sites, she fliustrates, she does funky things in front of a TV camera, Check out her Web sits, www.z



Matrix Fever Continues

SQUARE'S NEW PROJECT AND MORE GAMES REVEALED

As we reported back in our March 2002 issue, before closing its doors earlier this year, Square Pictures worked on one of the animated shorts that will be featured on the Animatrix DVD next year Well now we've been given a first glimpse (above) at the completely CGrendered movie, and we can't contain our excitement. In case you didn't know, the Animatrix DVD is a collection of shorts from popular anime studios that will be released next year before The Matrix- Releaded bits theaters And the cool part is that Square's movie, according to producer Joel

Silver, directly relates to The Matrix sequel and has even been dubbed by some as "The Matrix 1.5.

In other Matrix news, it's been revealed that in addition to the Shiny/ Infogrames' action-adventure game based on The Matrix: Reloaded, there's another Matrix game in the works, and this one will allow you to plug into The Matrix-literally, Warner Bros., Monolith Productions and EON Software have partnered for a massively multiplayer online RPG based on The Matrix that will hit PCs next summer and the PS2 sometime after.

Sony Drops PS2 Software Prices

Following last month's news of a PS2 hardware price drop to \$199, Sony recently lowered the prices on games as well. From this point forward, all SCEA-published titles will come out at a \$39 price point [with certain exceptions, such as SOCOM: U.S. Navv SEALs, which costs more due to its bundled-in headset). That means that games like Ratchet & Clank and The Getaway will fall under the new, lower price point. According to Sony, this is just another way that it can pass along

savings to PlayStation owners as a way of saving thanks for the continued success of the platform.

Most third-party games from big publishers like Konami or EA will stick to the standard \$49 price for the time being, but we're already starting to see some exceptions, such as THQ's recent Britney's Dance Beat, which hit stores at \$39. Some companies are going even lower: Conspiracy plans to introduce a PS2 racing game called Road Trip at \$19 later this year.

More Payne Soon



Rockstar has announced that a sequel to Max Payne is already in the works for PS2. Look for it sometime in 2003.

Memory Upgrade



Sony has revealed future plans to make the PS2 compatible with its line of Memory Sticks, so data can be transferred from other Sony gear.

Mega Seguel



Good news, Mega Man fans: Capcom is working on Mega Man X7 for the PS2 for next year. This time, however, the game will be entirely in 3D.

AUGUST CALENDAR

2 FRIDAY Vin Diesel blows things up in XXX, Mel Gibson shines in Signs, and Julia Roberts and David Duchovny

15 THURSDAY

officially have

Ben Affleck

- NCAA Football 2K3 kinks off along with NFL GameDay 2003. Lord of the Rings and Simpsons: charm in Full Season Two show up on DVD. Frontal.
- turns 30 and can turns any girl he desires

6 TUESDAY

- 18 SUNDAY Fight Club star **Edward Norton**
- 7 WEDNESDAY · While David Duchovny [42] and Chartize Theron [27] are celebrating birthdays, others are packing into theaters for Spy Kids 2
- 20 TUESDAY · Got game? Madden 2003. NFL 2K3, Reign of Fire and Simpsons

Skateboarding

all release.

9 FRIDAY · After cracking up over Jackass: The Movie send a b-day card to the lovely Gillian Anderson for her 3/4th

21 WEDNESDAY

Send flowers for

Alicia Witt's

birthday.

OPM

will!

Activision drops Street Hoops and Mat Hoffman's Pro laps.

13 THESDAY

- BMX 2 into our
- [34] and Steve Martin [57] grov another year wis today Mál

14 WEDNESDAY

Both Halle Berry

- 30 FRIDAY Invite birthday improves tenfold hottie Cameron when PS2 goes Diaz (30) out to see the new Jerry Seinfeld documentary,
- online with the release of SOCOMI The Roots and Coldplay release new albums

27 TUESDAY

Everyone's life

Comedian.



Global warming threatens life on earth. Frozen regions of Siberia have melted. submerging entire countries. As part of an elite group of pilots assembled by the World Alliance, your mission is to take out the World Order Reorganization Front, an organization that exploits natural disasters for its own benefit. Prepare for take of

AL SKIES Elite Pilot : Team SW



Experience G-Force using the controller.



Choose from 4 views: cockpit, cockpit without meter, small and large.



Engage multiple enemies in a variety of death-defying missions.



PlayStation 2









SHOW TIME

Quantity and quality were the hallmarks of E3 2002, with Sony taking a firm lead in the console war





he console war is over." With those five words at Sony's preshow press conference, E3 roared off to a blazing start. Of course, just a few blocks away Nintendo and Microsoft were grooving to the same victory dance-but Sony actually had the goods to back up its bold claim. With a roster of fantastic first-party titles, exclusive third-party games, solid online plans, and a flurry of numbers illustrating the PS2's dominance-all presented by the ebullient Kaz Hirai, president of Sony CEA-everything looked bright and bountiful in PlayStation-land.

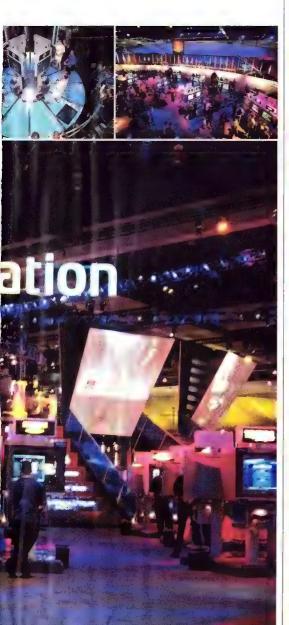
And all that excitement happened a full day before the E3 show floor even opened! The biggest event in gaming, the Electronic Entertainment Expo is an annual industry trade show where hundreds of companies spend millions of dollars to display their latest and greatest to thousands of retailers, distributors, journalists, analysts and even the occasional fanboy who somehow sneaks in. Every year, publishers trip over themselves trying to top each other with gaudy displays, flashy lights, bouncy booth babesand, naturally, their games.

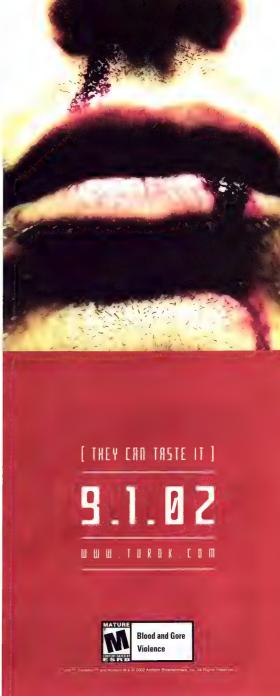
And that's where this year's E3 really stood out: the games. Sure, that's what E3 is all about-but this year a palpable sense of quality permeated the entire show floor. Everywhere you turned, there was something great, something you had to try, something with a line of gamers 20 deep, eager to grab a Dual Shock and dive in. On the other hand, no one game really stood out and stole the show, like Metal Gear Solid 2 did last year.

Online gaming was also in full effect—and Sony stole the show with networked fare like SOCOM: U.S. Navy SEALs, Final Fantasy XI, Madden NFL 2003, Tribes Aerial Assault, Auto Modellista, Tony Hawk 4 and more, all playable within its massive booth. The message was clear: Online is here, and it's here to stay. Meanwhile, Sony's first-party lineup was its strongest in years. Coverboy Sly Cooper shared the platforming spotlight with Insomniac's Ratchet & Clank. Dark Cloud 2 tantalized with its crisp new look. The Getaway impressed us with its keen writing, mature tone and well-rounded gameplay. And War of the Monsters (from Twisted Metal: Black developer Incog) surprised us with its fun, frenzied smash-and-bash action.

(CONTINUED ON PAGE 30)









E3 2K2: Games, Girls and Good Times

There were plenty of other surprises, too. BG&E, from Rayman creator Michel Ancel, wowed us with its richly realized world. XIII proved to be more than "just" a celshaded FPS. Capcom's Read Dead Revolver aptly captured the feel of those classic spaghetti westerns. Kingdom Hearts showed the world it's got the gameplay to back up the quirky Square/Disney crossover. Sega Sports once again crushed its competition—although 989 Sports looks poised to make a comeback sometime soon. And speaking of comebacks, several classic franchises also had a strong showing, notably Tecmo's Rygar, Konami's Contra and Sega's Shinobi. For more on these and other games, be sure to check out our Previews section.

Of course, games weren't the only things to catch our eyes. We're talking about booth babes, and this year they were out in droves, locked in an epic battle of silicone vs. silicon. To the right is a tiny sampling of the talent on hand [If you'd like, you can thank Chris "Eagle Eyes" Baker and Sam "Hotpants" Kennedy for many of these fine photos.

The fun and games didn't stop when the day ended. We can't forget those legendary E3 parties. Once again, Sony stole the show with not one, not two, but three fantastic fetes Before the expo, Sony threw an exclusive cetebrityladen bash, with Ja Rule and Jane's Addiction on center stage. A few nights later, Sony's big event drew hundreds of revelers with the promise of fab food (everything from burgers to sushi to Krispy Kremesl, free-flowing booze and a rousing performance from Outkast; meanwhile, gorgeous costumed dancers (and one disturbing mustachioed trans vestite) pranced throughout the crowds and gyrated in a gigantic bubble like dome. Finally, Sony had a low-key E3 after-party that was a perfect way to unwind. That is, until Playboy's Hugh Hefner snowed up with a bevy of beautiful blondes on hand. But that's a story for another magazine

After all was said and done, we left L.A. exhausted, hung over, with sore feet and bleary eyes and raspy voices, ready to sleep for a week straight. But we also returned to the OPM offices thrilled to the gills about all the great things to come for the PS2. If E3 2002 was any indication, we're in for an incredible year!



























I THEY ERD SMELL IT I

9.1.02



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THE INSIDER

THE FUN PART

Something I've learned about working in the game industry: Pretty much every step of development can be referred to as "the fun part." Of course, this expression is normally reserved for fits of irony, in which we're up to our eyebrows in stress, laughing at our lack of sleep. "Ah, the fun part," we say between chuckles. And then we cry. But, right now, at least for

us designers. I can say that what we're doing at this moment really is the fun part. Because, while the artists are working their butts off creating models and animation cycles, and the programmers are swimming through lines of code all day trying to create our layout tool, we designers don't have a "real" iob to do. We can't start making levels or anything yet, so now's the time that we get to start looking at the design document in a

realistic fashion and begin our research on what works and what doesn't. This is the part where our dreams start moving toward reality.

Now, this isn't quite as easy as it sounds. It involves lots of writing, trying to flesh out the basic ideas we put in the design document, delving deeper into gameplay systems, and seeing what will work realistically with the programmers' and artists' schedules. And it also entails lots of meetings, where a fair share of raised voices speak of concerns that are on everybody's minds. We come up with ideas that seem great at the time, and then find out a week later that it won't work for som reason or another, and dozens of hours of effort are suddenly wasted. But then again, these disappointments are easily overshadowed by the fact that for every feature that might not make it in, a dozen more are slowly taking shape. We're making a game, dammit, and it's an incredible feeling. That said. it's also a complex puzzle of sorts. We can see all the pieces. Now we just need to make sure we put them together in a way that will be enjoyable for the players.

Since I still can't say what game we're working on, let's just play pretend. And, for the sake of this column, let's say we're doing a scrolling action game. Um, and the level we're working on deals with a city backdrop. With a lot of bad guys littered around to fight. Sounds simple, right? Yep-and also damn boring. And that's where the problem lies.

So our job is to come up with ways to spice up a classic genre of gaming. To make something simple-sounding anything but. We're having fights, fine, but how do you make them exciting? How do you make them personal to the player? I mean. what's to stop you from running right past all the bad guys you see? How do we quide a player through a level without making him feet like he's being forced along? And naturally we want varied environments in every level, so how do we introduce them without dramatic cuts? A million questions need to be answered, and every time one's solved, a handful more pop up.

Like I said, it's a guzzle of sorts, one that I'm having a great time working on. I'm sure, in the months to come, when the true stress rears its ugly head and the ironic "fun parts" are in full effect, I'll be able to look back on these days and smile. Before the tears begin.

When not playing every game he can get his hands on (for "research," of course), Ryan Lockhart (ryan_zw pretends to help make them for Seven Studios. What game is he working on now? Well, it's fantastic, but it's also still a secret.



ushing the Limi

GAMES GRAPPLE WITH SOME NOT-SO-ADULT THEMES

If there's one thing that's missing from video games, it's full-frontal nudity. And while we're at it, how about kids pissing in pools? Or heaps of dog crap sprinkled liberally throughout a level?

Be careful what you wish for, because several new games are seeking to sink your PS2 into new depths of depravity. Leading this dubious pack is Acclaim's Dave Mirra BMX XXX Along with new features like an enhanced trick modifier. BMX XXX boasts a few other interesting additions, like "all-new female riders, each with real stic physics for their hair, breasts and clothes." And that's just for starters. In fact, BMX XXX, despite being a fully legitimate game, seems designed purely to titillate, thanks to its focus on such questionably 'adult" activities as cursing, vandalism and stripping.

Yep, stripping. Just how does that fit into a BMX game? Very easily—if you don't care about maintaining any sense of gameplay logic See, BMX XXX rewards the persistent player with videos of str ppers doing their thang. And we're not talking about polygonal pulchritude-this is hardcore footage of actual

strippers in action. As if that's not enough, the game encourages you to create your own dream gat, then use and abuse her through levels fraught with all kinds of naughtiness, like killing other riders, encouraging dogs to engage in their eponymous style, and sometimes even shedding her own clothes.

BMX XXX isn't the only game with stripping, Namco's Dead to Rights, a gritty Max Payne- esque third-person shooter, includes a scenario where you take control of a stripper who grands and gyrates in order to distract a group of thuas from the hero

Of course, the big question is Will these games hit stores with all the naughty bits intact? It all depends on the rating. According to a top PlayStation exec, Sony CEA has no problem with adult content—as long as the game doesn't crack the forbidden "AO" rating (roughly equivalent to an X rating for films). So if these publishers can squeak their games by the ESRB rating board with "just" an M rating, then, sure, you'll have a chance to play BMX XXX on a PS2 this fail. But if not, then there's no way Sony CEA will greenlight these titles.



Celebrity Deathmatch for the PS2. Guess who the first batch of signed celebs are? Mr. T. Marilyn Manson, Tommy Lee and Bust A-Rhymes! Look for the game this fall.

A New Dynasty



Koei has revealed that it's ready working on *Dynasty* Warriors 4 for the PS2. Look for the game next spring.

Sega Slammed



Previously released for the GameCube, Sega's brutal-yet wacky soccer game Socce Stam hits the PS2 this fall.

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CLASSICS REBORN

Everything old is new again, with developers breathing new life into classic franchises

hange is always welcome. Especially in the games industry, where everything is in constant motion. New technologies lead to new ideas—and that helps keep games fresh. Half-Life, SSX, Zone of the Enders, Rez—these are merely a handful of recently introduced titles that offer experiences not possible just a scant few years ago.

But although many of these new franchises have been lighting up the charts lately, publishers have realized that gamers are also yearning for the classics of yesteryear. Let's face it, no matter how good these new games are, some people are still goma want to relive the kinds of experiences that got them into gaming in the first place. But they're not just looking for the names; they're looking for a certain specific style of gameplay that's a haltmark of these titles. And it seems as if the developers are recognizing this, too. 'Most games these days don't have that same action-packed, fun gameplay that a lot of the classics had,' Satoshi Kanematsu, producer of the new PS2 update to Rygar, recently told us. 'Whilch is why we're attempting to resurrect a lot of that in our new game.' He's definitely not alone in his thinking. Other developers looking to resurrect classics are.'

taking careful steps to rekindle the magic of the older installments while coming up with the sort of action that'll appeal to the gamers of today.

that it appear to the gamers or today.

Last year's Spy Hunter is a perfect example of how; to do things right: Midway incorporated the original's great feel and gameplay mechanics into a gorgeous and superb-playing new 3D title. Konami's Metal Gear Solid is another great example: Though the gameplay at changed a lot from the NES original; and it rigiven a slick, new cinematic flair, many of Hideo Kojima's original game concepts managed to find, their way into the new installments of today.

So it's not surprising to see that companies like Midway, Konami and Sega are reaching deep into their libraries of classics to come up with even more updates for the PS2. And that they're paying close attention to what made these games so cool in the first place. Heck, in many case—like Metal Gear, Shinobi and Contra—the original directors have

One thing's for sure: More and more classics are headed to the PSz every day. And judging by the quality of most of these recent updates, we couldn't be applied.

🐔 SHINOBI

Before there was Tenchu, before there was Ninja Gaiden, there was Shinobi. The original ninja game, Shinobi was released in the mid'8bs and quickly became one of Sega's biggest franchises. And it stayed that way well into the early '9bs—until the PlayStation and Sega Saturn were released. With the rise of these next-pen platforms, 3D games became the norm, meaning Sega would have to rethink the Shinobi formula if it wanted to keep the franchise popular. 'We actually planned to make a new Shinobi a couple of times in the past,' says Norlyoshi Ohba, president of Overworks, Sega's studio that produces Shinobi. 'But the timing was never right.' He even considered making the game for Sega's falled Dreamcast, but he didn't think it could be done right until the PS2 came into the picture. 'Once Sega changed its policy to multiplatform, we saw the perfect opportunity,' Ohba says.

Sepa thon had the thrught bask of crafting a product that would relain the classic Shinobi gameplay but could also stand next to the Devil May Crys of today. Right now, with 3D action games it's very rare to see something like Shinobi," Ohba stresses. "Even though it's gone from 2D to 3D, the classic images of Shinobi, still remain the same—something that other 3D games haven't been able to do." Ohba's right-hand man, Taksahi Driu, the producer of Shinobi, sgilt rese." Many games today are called action/adventure," he explains, "but I feel that the games are 20 percent action and 8D percent adventure. You just have to find keys, then unlock doors, and then do the same thing again and again." Urlu doesn't get why games make you do all that. "Why not just break down the door?" he yells, jokingly. In some action games you can't even jump—and they still call those action games?" But although action is the emphasis of Shinobi, Urlu realizes a good story is still important. "In our game, it's more like, maybe, 60 percent action and 40 percent adventure."

The moment you start playing the new PS2 game, you can feel the old. Shinobi majic. It's fast, it's fun, and it's packed with action. However, a few change, have been made now that the game is in 30, the biggest being that your shurikens are no longer your primary weapon; instead, It's your sword. The shuriken suits 20, but the sword matches with 30," says Uriu. "It's just harder to throw shurikens in a 30 environment."

Overworks also added in a steatlth dash, which leaves behind a ghost that will puzzle your enemies, allowing you to quickly strike multiple foes. This is called 'tate," explains Uriu. "It's used in a lot of samurai movies—it's when you kill a lot of people so quickly without them even knowing." It's this "tate" that Uriu thinks will set Shinobi apart from the previous games. This is a game that will make the player really falt in love with what he's a chieved, because he feels so good about it." he says. "It's really beautiful." We'd have to agree—after spending some quality time with an early version, we can't wait to perform more tate either.







DRAGON'S LAIR

Dragon's Lair 3D Isn't the first game in which Dirk the Daring has braved his way onto a console beyond his popular 1983 jaserdisc adventure—but it does look to be the first good one. Coming our way from Encore late this summer, Lair 30 retails Dirk's quest to save Princess Dushne from the dragon Sings, including 3D representations of almost every room depicted by 0 on Bluth's animation nearly two decades ago. But, unlike the originat classics, you can actually control every movement of the game's now cell-stated moteratoris.

shaded protagonist.
Bluth returns to the game, along with producer Gary Goldman, to provide some original 2D animation and also to consult.
We've been very involved in the environments and backgrounds," says Bluth, who also claims to visit developer DragoniStone for two hours a day.

"We tried to make sure we didn't lose the personality of Dirk," adds Goldman. And with plenty of humorous animations, not to mantion Dirk's trademark grunts and overall bumbing bravery intact, it appears that DragonStone has succeeded. The only question: Will people still care?











CONTRA

p, Up, Down, Down, Left, Right, Left, Right, B, A, B, A, Start, Even though that code hasn't been used for more than a decade now, it still remains fresh in the mind of many. a gamer. Why? Because it was an essential Konami cheat code made popular by one of the most memorable classics for the Nintendo Entertainment System: Contra. And although the Contra legacy continued throughout the '90s, it fell on hard times when Konami of America decided to hand over the development duties to Appaloosa, which then created two horrid Contra installments on the PSone. It seemed like the prized franchise was forever doomed.

But thanks to years of pleading from fans, Konami is resurrecting Contra—in every sense. They brought back Nobuya Nakazato, director of Contra III for the Super Nintendo and Contra Hard Corps for the Sega Genesis, and allowed him to do Contra: Shattered Soldier. The way he wanted to.

Now that the PS2 hardware is available, I am extremely happy to come back and do another Contra," enthuses Nakazato. "Now we're able to pull off incredible 3D backgrounds and lots of different camera angles, yet still retain the 2D gameplay that the fans have been asking for." He too wasn't much of a fan of the last two 3D Contras. "3D games, though visually more impressive, in general lack something, especially in the action genre," he says. "This is why I've made a concentrated effort to bring back the old gameplay feet, white still updating the graphics.

And from what we've seen of the game, he's doing a great job. The graphics are indeed in 3D, but gameplay is strictly 2D-and it works wonderfully. Plus, there's everything that you'd expect from a Contra game: swarms of enemies to

shoot and plenty of bosses. "There are lots of bosses for each stage, a lot of which return from previous games," Nakazato reveals. "But every one has been completely redone. Let's just say that if you're a huge Contra nut, a couple of these might bring a smirk to your face.

Nakazato has made a few changes to the typical Contra format, though. In Shattered Soldier, you're given three selectable guns at the start of the game, unlike previous titles in which you'd obtain weapons by shooting pods. Interestingly, such staple weapons as the spread gun are now absent. "That gun makes the game too easy," Nakazato claims. "That's not what I wanted for this one." Instead, Shattered Soldier places an emphasis on how well you perform with the weapons available. "It's more like a strategy game," Nakazato explains. "You have to use your head to figure out what sort of weapons or strategies are best for what sort of enemies in the game. The better you perform, the better ranking you'll earn, which in turn unlocks more stages and better endings.

Nakazato also felt this new Contra deserved a new look, so he called upon Ash Wood, an artist who'd previously worked on the Alien films, to handle the visual design, "I was a big Contra fan way back," Wood told us. "In the old days, Contra had this real Giger-esque feel, with all those aliens and monsters." Ash couldn't resist the offer to work on this one. "I'm thrilled to be a part of it now because this is like the old ones," he tells us. "Sure it has all those cool whistles and bells now, but it feels like the old games. I don't even work for Konami and I'm giving it the thumbs-up."

We'd have to agree with Ash on that one. Based on what we've played so far, we're giving it the thumbs-up as well.













FULL THROTTLE

Aside from its Star Wars games, LucasArts was once well-known for its point-and-click adventure titles, including Monkey Island, Grim Fandango and especially Full Throttle. But in the later '90s, when the emphasis was placed on 3D gaming, these kinds of titles were all but forgotten. Then came last year's critically successful PS2 Monkey Island installment, which basically threw the doors wide open for this neglected genre. And after years of beseeching on the part of fans, LucasArts is finally preparing a sequel to its classic Full Throttle, an incredibly cool adventure starring a biker named Ben who has an aptitude for slick one-liners. ("This is really a religious pilgrimage for me. A religious pilgrimage with a lot of butt-kicking.")

The PS2 sequel will introduce new action elements and: fighting sequences, but LucasArts maintains that a lot of what made the original so appealing—its story and adventure gameplay-will remain intact. Most important, though: Ben will, of course, return.



Considering that the basic concept of the original arcade classic Defender was to blow stuff up and rescue people, it doesn't seem like it would be difficult for Midway to put together a similar gameplay experience for its upcoming PS2 remake. And indeed it's not, as that's essentially all you do in the new game. Except that now you're given a variety of different ships to pilot, and you cruise through a 3D world. Also, Defender 2002 is mission-based, giving you certain tasks like performing flying rescues or striking certain enemies.

To keep fans of the original happy, though, Midway's developers have made sure a lot of the enemy ships are based on designs from the first game, and they've placed a heavy emphasis on pure action. And for those who simply can't stomach the game's move into the 3D world, they've even included the original game as an unlockable secret in Defender 2002, Sweet!





Pack in the late '80s, Tecmo was mainly known for three Diffungs: its flinip Gaiden series, its Tecmo sports line and last but not least, a quirty game by the name of Rygar. What made Rygar so special to its legion of fans was the rather unique weapon its main character possessed: the Diskermor, a spinning bladed disc that could be swung around like a yo-yo. It was a classic.

Because of the great response Tecmo got from fans about the news of a Ninja Gaiden remake, the company realized that Rygar was another classic that could become a potential hit on the PS2. But from day one, producer Satoshi Kanematsu made it his intention to maintain the fun gameplay of the original. "What I don't like about most of the 30 games of today is that you're constantly running around looking for Items or different paths to follow," he tells us. "I don't want people to have to think when they play Rygar—I just want them to have fun."

So far, he's got that naited. When you play Rygar, you don't have to think, and it is all about fun. All you've got to warry about it sawinging that Diskarmor around and whacking lots of enemies lincluding some rather insane bosses! Which was exactly what the original was all about. Now it just looks about a million times zooler.







MORE CLASSICS

In addition to the games we vehightlighted here, a tot more classics are going to be popping onto the scene in the next year or so factor in the scene in the next year or so factor is currently working on a new Minja Gaiden, which will premiere on Xbox first Microsoft mabbed the rights) and land on the PS2 sometime after in 2003. Konami has one more biggle up its steepe besides Contra. the new Castlevania for PS2, which will be revealed sometime in the next few months. Segs is currently working an Time Virgan Force for the PS2, and a varsion of Sonic the PS2, and a varsion of Sonic the PS2, and a varsion of Sonic the PS2 and a varsion of the PS2 is its







A WHOLE NEW DESIGN

Working Designs surprises with its new localization choices

orking Designs has long been known for its quality localizations of quirky and obscure titles, but its latest batch of import choices are a bit surprising even by the publisher's own standards. At this year's E3 show, Working Designs officially announced that it will bring over Konami's Mystical Ninja Goemon, an almost two-yearold PS2 action-adventure game that Konami of America decided not to localize, as well as two of Atlus' Growlanser games, both of which Atlus USA-also known for its localizationseven passed on. We began to wonder if the import scene, with big boys like Eidos now in the game of porting over Japanese products via its Fresh Games label, was becoming a little too crowded for WD.

Not so, says President Victor Ireland, "Fresh Games isn't really serving the true hardcore audience," he tells us. "Their ads and Web site are targeted toward a 'cool' mainstream-type audience that turns off the hardcore in general " Ireland believes he knows the hardcore audience and expects gamers to fully enjoy what he sees as overlooked treasures "We have a core fanbase that seems to share our taste in great games," he explains, "A large portion of the Arc the Lad purchasers are WD







From left to right: Mystical Ninia Goemon, Growlanser II and Growlanser III.

fans who hadn't played a strategy RPG before. They bought Arc simply because we did it and they knew to trust our judgment in great gaming experiences. It's a trust we value highly."

For Goemon, WD is working with Konami of Japan on fixing up a bunch of problems that plaqued the Japanese original. "We plan to make the title use the controller buttons a little better, improve the framerate, and try to drop in some anti-aliasing ability so the screens don't look as jaggy," he says. The fact that Konami has allowed WD to even attempt the game in the States is a big deal-and one that could possibly lead to other lost Konami titles (Palicenauts, anyone?) coming here. "We want to really show Konami that we can give their titles great visibility with hardcore fans, and treat the games with the care they deserve."

Bringing over the Growlanser games is a much harder task, though, as the original PSone game was never released in the States. "When Growlanser I for the PSone came out. we mistakenly assumed that Atlus would bring it to the U.S.," says Ireland, "When Growlanser Il came out and there were still no announcements, we got involved to do it ourselves." So now he intends to bring the two PS2 sequels to the States, updating gamers on the backstory in the manual. "We're just thankful that the U.S. is getting any of these great titles," Ireland enthuses

So will the Growlanser games and Goemon be everything WD claims? Perhaps, but there are two things we can pretty much count on: They'll probably all be delayed-but they'll definitely get the treatment they deserve.



In addition to RPG Maker 2 Agetec is currently preparing Fighter Maker 2 for release late this year. Not only does it look much better, but there's plenty more to customize.

Treasure Found



Sony will release platform games based on the upcoming Disney animated movie Treasure Planet for the PSone and PS2. Look for both the movie and games this fall.

New Animaniacs



In addition to Tiny Toons, Conspiracy is bringing back the Animaniacs franchise with a new PS2 platformer called Animaniacs: Hollywood Hilinx. Look for it early next year.

Arc the Lad Info



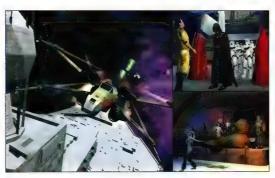
Sony has revealed new into on its PS2 Arc the Lad, now titled Arc the Lad: Spirits of the Dusk. The game will sport 3D graphics similar to FFX but will retain the strategy battles of the previous games. The soundtrack will also once again be fully orchestrated.

2002 PLAYSTATION AWARDS

every year in Japan. The ceremony honors the best-selling games for PlayStation platforms. Some of this year's winners include: Metal Gear Solid 2, Devil May Cry, Dynasty Warrions 3, Final Fantasy & Bragon Warrior VII and Virtua Fighter 4 Naturally, all of Japan's top game makers, such as MGS's Hideo Kojima,



A shot of Ken Kutaragi (far right) helping present an award, right before the giant monster on the stage ATE HIM.



Star Wars Galaxies

If you've kept an eye on the PC scene lately, you know the one massively multiplayer online RPG that everyone's looking forward to-Star Wars Galaxies: An Empire Divided. While PS2 owners shouldn't get their hopes up to see this exact Sony Online Entertainment-developed game, LucasArts has announced a platform-unique version of Galaxies for late 2003.

While we're short on specifics for the PS2 version, it's safe to assume it'll be relatively similar to An Empire Divided. Pretty much anything you can imagine wanting to do in the Star Wars universe during its "classic trilogy" years can be accomplished in Galaxies. Destroy Rebel scum or fight the power in the Alliance. Or just ignore it all as a bounty hunter or an underling for a certain Hutt in the intergalactic mafia. You can even lead a simple life as a cook, a moisture farmer, whatever, Though it's not easy to do, play your cards right and you might become a Jedi-good or otherwise. Part of the fun also lies in choosing your race (Divided features eight), then using the extensive creation tools to make yourself look however you like.

Galaxies really does appear to be a Star Wars fan's ultimate dream game. We certainly don't have a bad feeling about this.



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WHAT EVER HAPPENED TO

BLACK & WHITE

the then-much-ballyhooed Black & White. Developed by Lionhead Studios, the PC "god simulator" earned critical acclaim for its innovative concept (which in turn earned a fair amount of cash for publisher EA Games), in which you assume the role of a deity worshiped by a primitive civilization. Usually taking the form of a giant feline, primate, equine or some other animalistic manifestation, you directly affected the lives of your followers through your actions. You could be good; you could be evil. You could be attentive; you could be neglectful. Whatever the case those living only to serve you would accept-sometimes even suffer-the consequences.

So what's the status of the PSone port now? Since that issue well over a year ago, we have yet to even report on it-but finally, things appear to be on track once again. Though England-based Midas Interactive originally



planned to bring the title stateside, U.S. publishing duties have shifted to Maryland's own Bethesda Softworks. which plans to release the game this fall. More significantly, however-and even more responsible for the delay—is the fact that development responsibility has changed twice, now resting in the apparently capable British hands of Blade Interactive

The PSone version will have all the addictiveness of the PC version, without being a direct port," Blade's managing director Peter Jones told Official UK PlayStation Magazine for its June issue, "We like to think the version has been PlayStationized. The control method is tuned to the console, and we have added some nice touches like an on-screen map window.

But what of a PS2 version, as has also been indicated in the past? EA Games seems the most likely candidate to release such a title, but the company insists it has no plans to do so at this time. Perhaps a successful PSone release might change its mind?

Wanna get the scoop on a game that's fallen off the radar? Then just send an e-mail to opmicing a we'll look into it

Another Thing Comin'

Horror legend John Carpenter speaks

ohn Carpenter likes to scare people. In fact, the renowned director of Halloween, Escape from New York, The Fog and John Carpenter's Vampires works hard to keep movie audiences chilled

Speaking of chills, he visited this year's E3 to endorse Universal Interactive's adaptation of one of his best fr.aht-fests, 1982 s The Thina. starring Kurt Russell. The movie is tailor-made for interactive mayhem, featuring a military rescue team that battles a nasty shapeshifting alien at an isolated Antarctic outpost.

Carpenter's first E3 was a hit, with crowds stopping by to schmooze or to nab an autograph. We finally cornered Carpenter, and he shared his thoughts on E3, horror and The Thing.

What do you think of your first E3? It's amazing. It shows how this industry has taken hold and is going crazy

Do you play video games? Oh, sure. I got into gaming with Sonic the Hedgehog, Also, Spyro, Crash Bandicoot and that sort of thing really anneal to me

Horror movies are never wellreceived critically, though they remain very popular. Why is that?

It goes way back Humans have loved being scared since we came out of the trees, sitting around campfires telling ghost stories to each other. People love the thrill of being scared in the theater. But critics see it as the same as pornography—"How could that be any good?" I tend to ignore that crap. I grew up watching sci-f and horror films and I didn't think they were





beneath other films. I think they are barder to do

Critics bashed The Thing when it was released, though it's one of the best movies of the genre. What happened? it was too tough for them. It's about the end of the world and there's no hope in it. At the time, It was the beginning of the Reagan years, and a lot of heroics and Rampo were coming into fashion

How does it feel that a new generation will be interacting with the scenarios you devised 20 years ago? That the movie would end up as a game that picks up where the movie teft off is pretty astonishing. I would never have imagined it. I've seen it played, and it's really neat

Would you attend E3 again?

Oh, sure. I had a lot of fun. . d love to go just to hang out. My son was with me, and he was in heaven. I don't think he ever wanted to come home.

-Karen Jones



DREAM CAST

War movies are dropping out of the sky like cluster bombs. Are the makers of Windtalkers and We Were Soldiers serious? We have our own war movie in mind, but we aren't going to miscast starring roles with the likes Nicolas Cage and Mel Gibson. Instead, we went with actors fit for our Medal of Honor flick. We can't miss with these thespians.

Got any ideas for a Dream Cast of your own for another game? Send them to us at vis com with the subject DREAM CAST.



Lt. Jimmy Patterson: Ron Livingston One of the deepest characters in HBO's Band of Brothers, Livingston portrays a perfect soldier who feels both heroism and fear in the exact same moment



Manon Batiste: Franka Potente If you don't remember this tough girl from Run Lola Run, you might know her better from her co-starring role with Matt Damon in The Bourne Identity, now in theaters.



Rudgloh Von Sturmgeist: Willem Dafoe Dafoe's face was stupidly obscured through most of Spider-Man, where he played the Green Goblin. But we'd keep that uniquely cut visage open for all to see.



Waster Sgt. Kelso: John Malkovich





Corn. Rames: Neal McDonough

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ASTON MARTIN V12 VANOUISH

ow many of you knew that this classic British marque is now owned by Ford? None? Well, now you do. Without a doubt the top tier of Ford's "Premier Automotive Group" (PAG) Aston Martin sits alongside Volvo, Lincoln and The V12 Vanquish is quite definitely the most ectacular car in the catalog, though, and we featured in the apcorning James Bond mo-Die Another Day. So what's so special about it? \$228,000 supercar maxes out at a very James Bond-worthy 190mph, hits 60mph from astand ing start in five seconds, and does it all while op of luxury. If you have a quarter of a million ling around and want to get one of these the are only 26 dealers in North America linclading Canadal where you'll be able to indulge yourself.

it ... Novd Fer Speed: Hot Pursuit 2,



BMW Z8

The real tring: BMW's most expensive model It quite everyone's cup of tea. With an en -road price of \$138,645 (including handling id destination charges), you have to be presconvinced of its charms. You also have to be repared to put your name on a waiting tist in the 155mph roadster that can hurtle from 0 to the road is a rare treat, The Z8 comes in just five different colors, but you only really ever see the silver one—just like James Bond drove in The 1946ho Vit under the hood sure does make a lovely noise. www.bmwas

Drive it in: Need For Speed: Hot Pursuit 2

YOU SAVE: \$1,721,558.2













TOTAL COST OF RIDES ON THESE PAGES: \$1,722,007

TOTAL COST OF THE **FIVE GAMES IN** WHICH THEY ALL APPEAR: \$249.75

COST OF THESE THREE GAMES WITH A PS2: \$449.75

CORVETTE Z06

The (sal thing) Almost certainly the best value supercar on the market today (if you have this kinda money). For \$50,844, you get one hell of of car-with performance figures that easily mach those of the Ferrari F350, which is more than double the price. Based on the dublously designed hurdlop variant of the Corvette C5, the Z06 is the performance model in the 'vette range. The car is stripped down to be lighter while the spectacular engine has been tweaked In the 2003 model to produce a staggering 408hp. That's up from 375hp in the basic vette.

Drive it in: Need For Speed: Hot Pursuit 2, Gran Tueismin 3

FORD SVT COBRA R

The real thing: Chevy gave up on the common state of the common st and Pontiac ditched the Firebird (for being up well as being a bad-seller, we hope!, but F continues to do well with the Mustang, Before completely redesigned car emerges as 2004 model next year, the loons at SVT (Fore's in-house performance shop that also tweaks the F-150 Lightning and SVT Focus) have produce this 390hp Mustang. With a completely over nauled V8 under the hood that pushes the thing rom 0 to 60 in 5.3 seconds, this \$35,000 monster is storming its way into Corvette territory he new body kit beefs up the clumey lines the basic Mustang too. www.svt.ford.co Drive it in: Need For Speed: Hot Pursuit 2

LAMBORGHINI DIABLO

The real thing: Recently replaced by the even crazier Murcielago, the Diablo reigned supreme or many years as one of the fastest production ars in the world. Its 6.0 liter V12 could push the ar to 85mph and accelerate from 0 to 68 in a hair under four seconds. Originally designed to replace the infamous Countach Ispectacularie ugly and spectacularly fact), the Diablo has been slightly (weaked a number of times to improve its long and low profile. The final incarnation the Diablo SV, weighs in with a hefty \$200,000 price tag. At the peak of its popularity during the early 90s, there were models that cost even more Kin Nexd For S.

FERRARI F360 MODENA

The real thing: Described by many as the per ect supercar. The F360 (which is the bottom rung on the Ferrari ladder) / along with Porsche's awesome 911 Turbo, provides the best possible experience in terms of both perform mance and practicality (as much as a two-sea supercar can be practical!). The F360 is arguably one of the most beautiful cars ever created—and with its fiery-red 400hp V8 barking behind the driver's ears, it's certainly a crazy performer the speedo finally stops moving as you read 189mph, and it hurtles from 0 to 60 in 4.3 sec me a 684 PS2s or 2,775 games—so that's \$136,000. Start saving now. www.ferrari.com Drive it in: Need For Speed: Hot Pursuit 2



PORSCHE 911

The real thing: Always a big hit in the automotive press, the 911 is more than just a supercar, it's an icon. Although the 911 range starts at just \$67,463, the real beauty of this range, and the car we're most interested in here, is the 911 Turbo. With a top speed of 179mph, a 0-60 time of 4.2 seconds, and some crazy performance stats that have gearheads drooting, this \$121,590 collector's item is a pretty rare animal on U.S. roads: Unless you live in Hollywood, the Hamptons or Silicon Valley, where they're a dime a dozen. That much would also buy you 2,481 PS2 games That's 10 copies of every game available for the system right now: www.porsche.com Drive it in: Need For Speed: Hot Pursuit 2











HOLDEN HSV GTS COUPE

The real thing: What the helv is Holden? It's the Australian division of General Motors (Chevy, Pontiac, Buick, Cadillac, Saturn, GMC), and chances are you'll be hearing a lot more about them in the coming years. Why? Mainly because of what its HSV [Holden/Special Vehicles division is doing to make frightening supercars out of nonmal" sedans and coupes. The HSV GTS coupe is particularly significant car, since it will be rebadged for the U.S. market next year as the new Pontiac GTO. At first glance, it has a lot in comingn with your typical performance car from GM. It's not particularly remarkable to look at, it isn't nec sarily the most luxurious thing you'll ever seepeek under the hood and this fairly normal-looking coupe has a twenked version of the scary LS1VB engine from the Convette crammed into the engine bay. That's just over 400hp of fiery beast propelling something that's not-too-distantly related to a 2003 Chevy Malibu. Performance figures are astounding: With a top speed of 170mph and a 0-60 sprint in 5.4 seconds, it should herald the return of Pontiac as serious performance car shop. The Holden is currently on sale in Australia for a price a little shy of \$50,000, Expect the Pontiac GTO to be even less than that. www.hsv.com.au Drive it in: Need For Speed: Hot Pursuit 2

JAGUAR XKR

The real thing: Like Aston Martin, Jaguar is a longrespected British marque that now sits within the safety net of the massive Ford empire as part of PAG (see Aston Martin). The XKR is the perfor-

THE GAMES: Need For Speed: Hot Pursuit 2 (EA Games) www.engames.com

Test Drive [Atari/Infogrames] www.atari.com

Gran Turisme 3 A-spec (SCEA) www.scea.com

Moto GP2 [Namco] www.namco.com

Riding Spirits (Bam Entertainment) www.bam4fun.com

mance version of the popular GT/luxo/coupe, the XK8. Although its lesser-powered siblings are associated with middle age, cigars and golf clubs the XKR adds some much-needed bite to the aging tourer. Power comes from a 370hp V8 that immediately puts the vehicle into real supercar territory, s it proves capable of brutishly forcing four people livell, two plus a couple of very small persons in considerable luxury from 0 to 60 in 5.1 seconds. That's almost as fast as its bigger brother, the Aston Martin Vanguish-but for \$146,000 less. Why the huge price difference? The XKR maxes out at 155mph as opposed to the AM's 190, and arguably does so with a little less poise. Still, the big ticket price tag of \$81,330 isn't to be sniffed at. That's 408 PS2s. www.us.jaguar.com Drive it in: Need For Speed: Hot Pursuit 2,

Gran Turismo 3, Test Drive

LOTUS ELISE

The real thing: One of the few rides here that we're unlikely to see "officially" imported to the U.S. the Elise is an amazing little car. While most of the cars here entertain drivers with a combination of dynamics and brute force, the Elise is a perfect example of how a power-to-weight ratio can be used to incredible effect with just a 129hp, 1.8 lite engine. Although not as crazy in terms of performance as some (it hits 60 from a standing start in 4.1 seconds), it's raved about in England as one of the best-handling cars on the road. Equivalent dollar price is \$34,000, www.lotescars.com Drive it in: Need For Speed: Hot Pursuit 2 Gran Turismo 3

PORSCHE CARRERA GT

The real thing: \$316,900. That's an extremely good-sized house in most parts of the U.S. For Porsche's new range-topper, though, that buys you two leather seats in an aluminum cockpit that sits just in front of a 550hp, 5.5 liter V10 that's bolted to a carbon-fiber body. Point this bay at the horizon and stomp your foot down on the accelerator and things don't stop happening until the speedo needle hits 205mph. It may look a bit like the Boxster in photos, but when you see one for real, you'll, think it's the only car that God would drive. Porsche dealers will be taking delivery of this amazing car this fall, but if you want one, you should have ordered yours over a year ago. Put your name down now along with a hefty deposit for 2005 delivery, www.porscho.com Drive It in: Need For Speed. Hot Pursuit 2

VAUXHALL VX220

The real thing: It looks uncannily like the Lotus Elise with a slightly different body, doesn't it? You know why? Because It is! Vauxhall, like Holden, is: a division of General Motors and is the brand drivers see in the U.K. (in mainland Europe the cars go by the Opel name). To spice up its boring familycar image, Vauxhall/teamed up with Lotus to do a beefier version of the Elise with a 145hp engine in the trunk. The 138mph sportster has proven extremely copular in Europe and is rumored to come stateside as a baby Pontiac. Equivalent dollar price would be \$34,000. www.vauxhall.com Drive it in: Need For Speed: Hot Pursuit 2 Grap Turismo 3

TWIST A GRIP ON THE PS2

APRILIA RS250

The real thing: A world-class Moto GP dominator. One of the most beloved and highly coveted of the forbidden two-stroke fruit is

this Italian beauty, Although this is a nearly perfect race replica that provides surgical handling and breathtaking guickness like most Italian bikes land cars), the RS250 draws its highest

marks for style. The overall form and sculpted lines give this bike what many consider museum-quality styling (no neon stickers or garish colors needed here). The top speed is only 125, but the 65hp it pulls from a two-cylinder two-stroke feels like much more. Match that up with a feather-light, aircraft-strong aluminum/magnesium alloy frame and fully adjustable suspension, and you arguably have one of the most exciting rides out there. If you somehow manage to snag one of these honeys, be prepared to pay upward of \$13,000, plus tariffs and such.

Drive it in: Moto GP2

YAMAHA YZF-R1

The real thing: Incorporating technologies previously used only in competition, including cutting-edge fuel injection systems to funky frame and radiator trickery, this \$10,299 bike is streets ahead of the competition. All this translates into a machine that corners on a razor's edge, accelerates



to ludicrous speed, and can stop on a dime. If you want a time-tested bike that's constantly updated in all the right places, jump on-and hold on. It will wring 152hp out of its 382pound self, and yank

you from 0 to 60 in 2.95 sec. In case you're feeling extra insane, you can try to hit its top speed of 173mph.

Drive it in: Riding Spirits

SUZUKI GSX-R1000

The real thing: Voted "best superbike" by every bike mag of record, this beast definitely isn't for beginners. Affectionately referred to as the "Gixxer" by its legions of fans, this machine is all business. Not the classiest-looking bike ever, but if pure power is what you're after, your quest ends here. You can't argue with 136hp at the rear wheel (the true measure of a bike's power) on a 374-pound machine. The rest of the components are spot-on, from the fully adjustable suspension, to the rigid frame (to handle the massive amounts of torque), to the all-important brakes. Unless you buy a used factory race cycle, you can't get more bike for your buck. Speaking of bucks, the

GSXR is relatively cheap! With an MSRP of \$10,399, you can get a real street rocket for less than half of what an American lead sled will set you back. Drive it in: Riding Spirits



WHAT IS MOTO GP?

It's basically a really light bike with tons of horsepower. Unfortunately, due to political wrangling a few years back, the EPA decided we can't have the 150cc and 250cc bikes that make up this class of racers over here, supposedly because their two-stroke engines burn too much oil. This is generally thought to be untrue by many aficionados due to the clean-burning synthetic oils that most manufacturers strongly recommend in their machines anyway, along with the new Euro 2 emissions standards these bikes now meet in their native land. Rumor has it there are ways around this-of course, most aren't exactly legal, and some states like California are really cracking down on violators, so we won't go into that here. But if you were, somehow able to register one as, say, lawn equipment, in a state that starts with 0 or V and ends in an N or T, you might be on the right track.

LAMBORGHINI MURCIELAGO

The real thing: Lamburghini has always had a reputation for the outrageous, but the Murcielago (pronounced mur-thee-a-lah-gol is completely nuts. Its 6.0 liter V12 produces a whopping 580hp, enough power to fire the car forward to 210 mph. Acceleration is simply frightening, as it clocks in figures of 0-60 in 3.7 seconds. Just think about that for four seconds, Done? You'd be going faster than 60mph already if you were in this Lambo. All this power doesn't come cheap. The expected U.S. price is somewhere in the region of \$200,000, and there's a year-long waiting list. Drive it in: Need For Speed: Hot Pursuit 2

PRE-ORDER PIPELINE

GAME	PUBLISHER	HELEASE DATE

GAME	FUBLISHER)	ELEASE DA
Jimmy Neutron Boy Genius	THQ	715/02
VIP	Ubi Soft	8/1/02
Tennis 2K2	Sego	8/1/02
Run Like Hell	Interploy	8/8/02
The Thing	Universal Interactive	8/8/02
NCAA College Faotball 2K3	Sega	8/9/02
Street Hoops	Activision	8/14/02
SOCOM. US Navy Seals	Sony	8/19/02
Madden 2003	Electronic Arts	8/20/02
NFL 2K3	Sega	8/22/02
On musha 2	Сорсом	8/22/02
Disney Golf	Electronic Arts	8/29/02
Antz Racing	Vivendr	8/30/02
King of the Coliseum	bam! entertainment	9/3/02
Pac Man Fever	Namco	9/4/02
Robocop	Titus	9/4/02
Turok: Evolution	Acclaim	9/5/02
Need for Speed Hot Pursuit 2	Electronic Arts	9/6/02
Egg Mania	Kemco	9/11/02
Simpsons Skateboarding	Electronic Arts	9/12/02
ESPN Winter X Games	Konami	10/12/0
Star Trek Shattered Un verse	Interplay	9/16/02
Armada 2 Star Command	Metro3D	9/17/02
Gundom Federation vs Zeon	Bandai America	9/17/02
Dune	DeramCatcher Interactive	9/17/02
D 6: II		0 /10 /00



Capcom

9/18/02

Dino Stalker





ONLY IN JAPAN

My Summer 2 Sony Computer Entertainment, PS2



Sony is nothing if not ambitious, it doesn't just want the PS2 to conquer GameCube and Xbox; it wants to take over all your free time-CEO Noboyuki Idei once said that he saw his son's girffriend as a competitor (though surely PS2's installed base exceeds hers?). Short of making fembots from Albo technology, the next best thing would be to digitize all our non-PS2 activities...like the humble summer holiday. Hence My Summer 2, sequel to a quiet little PSone game where you get sent to your aunt's house to spend the summer by the sea. While there, you can avoid your aunt as much as possible by exploring the area and participating in fun activities that we're all too lazy to do for real, like hiking, cycling and swimming. The thrill-seekers among us can play on the park swing or go diving. Those too squeamish to bait a real hook can fish using a handy Dual Shock. You can even collect insects (gotta catch 'em all!). And for the more sedate gamer. you can spend your time...sunbathing. No doubt that activity will be the most dangerous and exciting of them all, as you furiously battle sunburn. For those of you who can't wait to get down to the beach and get a tan, Sony's My Summer 2 hits Japan on July 11. But how long will we have to wait for the inevitable sequel, "My Summer: Chapter of Love"?





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Alba (pet): The most celebrated piece of technology since Al Gare invented the Internet, it's the world's first excrementfree net.

CyberFrame (picture frame): Who needs a regular picture frame when a \$900 one will do? Plus, the polygamous among us can quickly switch pictures to avoid all those embarrassing questions!

FeliCa (card): Why use a regular card when there's a smart card with embedded antenna for wireless transactions? So-Net (ISP): AOL got you down? Get Sony's ISP. More expensive, but far more stylish.

Sony Bank (bank): For the true Sony fanboy, open an account with your favorite corporation's Internet-focused personal bank.





RPG FANS

Square and Enix sign more celebrity talent

Since we revealed the star-studged voice cast of Kingdom Hearts last month [Haley Joel Osment, Sean Astin and Christy Romano, among others], a few new big names have been added to the list. Two teen pop stars, Mandy Moore and Lance Bass from 'N Sync, have been lined up, as well as Billy Zane (Titanic) and Steve Burton [The Last Castle]. They're all currently doing voice recordings for some of the supporting characters in the game.

But Kingdom Hearts isn't the only RPG that's getting big-name celebrity talent for its character voices. Enix just recently announced that Mark Hamill, well known for his role as Luke Skywalker in Star Wars, cisa Loeb, the popular recording artist; and Dean Cain, TV's Superman in Lois & Clark, have already recorded tracks for its upcoming Grandia Xtreme for PS2.

Sometimes the newest fad ain't a bad thing at all. This year, it seems like every time you turn around, a new cel-shaded game has been announced, from brand-new series, to sequels redone in that distinctive cartoony style, to games that look celshaded but technically aren't. [Check out this month's Sly Cooper feature for one example...though their explanation of why it's not cel-shaded might seem a little iffy to the layman.) Some have speculated that cel-shading makes it easy to create

games that look great—that cel-shading is sort of a cop-out for those who can't or won't learn how to really exploit the hardware, because it uses simple textures and hence less system resources. Others sniff that it's the ketchup of game

	Title	The Game	The Pros	The Cons
4	Auto Modelfista Capcom	Not only is it the first cel- shaded racing game, but Auto Modellista is also the first such online game.	The visual style is really innovative for a racing game, especially given the use of licensed cars.	When we played it online at E3, the network code seemed buggy—it could turn out to be little more than a novelty.
Á.	Mark County Say SEA	Build it, live it, play it. This impossible Georgians/RPC soke even better the ond time around.	The first Back Claud had a carricony look, but the sequel actually tens likeliving, breathing carroon.	If you shought Dark Cloud was too cuts, then this one'll make you raight with dispert. It just ain't a manty RPG.
	Dragon's Lair 3D Encore	Remember the original car- toon laserdisc game from 1983? Relive it in a fully controllable version.	The return of Dirk the Daring, one of the first gaming icons—and it looks good, too!	PS2 owners with HDTVs might regret the fact that a high-definition version will be releasedbut only on Xbox.
	Uni Sen	Apparently based on a service book, this one steet. Denaid as a superfixers to bust evil allens.	Who can deny the Skability of Donald Duck Lary was sharing him potential for fun.	Just what exactly is up with this "RK" business? Up Set claims it's a best-selling comic, but we're unfamilia
A.C.	Jojo's Bizarre Adventure Capcom	Manga fans might know Jojo as one of Japan's most popular comics. Here's a game based on it.	Part fighting game, part adventure, the game offers a unique hybrid of each genre.	It's hard to say at this point whether or not this hybrid actually works in providing solid gameplay.
	Capconi	Mega Man and Zero team up ence again to fight heal are as cel-shaded charac- ters on 3D backgrounds.	We haven't had a chance play yet, but an in- the revealed potential for everymore Maga fin.	With Capcom throwing out at least one Mage Man a year, anyone ready own care anymore?
	Robotech: Battlecry TDK Mediactive	Based on the classic anime series, Battlecry throws you straight into the war with the Zentraedi.	Your Veritech fighter transforms seamlessly into three different con- figurations.	Rooted so deeply in the anime series, the game might possibly alienate those not familiar with it.
No.	Superment Shadow of Ages Infogramos	Join the Man of Stoel on a quest to stop the manier's mena of Lex Luthor and a bunch of other baddies.	This is no Titus Superman week. The set ion of Krypton funds and with all his transment powers.	Our limited time with the same has revealed that the controls take a Title blood getting used to:
A	Taz: Wanted Infogrames	Taz is on the run from Yosemite Sam, leaving a trail of destruction in his spinning, whirring path.	This puzzle platformer feels solid, looks great— and it stars Taz! What more could you want?	Sure, it'll be fun. But don't expect anything innovative or brilliant here. It's a Looney Tunes platformer, after all.
1	Sony Cilla	The third chapter in this Western-thomad series will Arms 3 is as tree tional an RPG as it gets.	Unlike the first two gennes, to. 3 finally name for Western theres, be- with a unique new style.	Don't expect anything out of the ordinary here. Turn-based before and a standard quan- are what you'll get.
	XIH Ubi Soft	Based on a French comic book, XIII is a first-person shooter with a fascinating, conspiracy-laden story.	Cel-shading a first-per- son shooter is a bold move, but it seems to work beautifully.	Could the comic-book style interjections (Blam! Smash!) prove distracting? Could the stealth get boring? Perhaps.



P.S.A.T.

(PlayStation Aptitude Test)

YIII

a. "chee"

b. "shchwrie"

c. "ex three"

d. "thurteen"

a. Jebidiah

b. Job c. Jehuty

Man:

b. Tony Hawk's

c. Tony Hawk's

d. MTV Sports

Pro Skater 2

Pro Skater 3

Skateboarding

MacDonald

Featuring Andy

9. According to John

to dominate at his

football game?

a. Sportsivison

c. Jehosephat

d. Optifroculon

b. Hemopholonin

Madden, what nerve do

you have to have honed

10 What is Ding Stalker

a. Dino Crisis: Gun Survivor

known as in Japan?

b. Dino Crisis 3: Gun Survivor

c. Gun Survivor 3-

Dino Crisis

d Dinn Stalker

6. How do you pronounce

7. What is the name of the

Orbital Frame you pilot in the ZOE games?

8. Solid Snake : Evolution Skateboarding :: Spider-

a. Tony Hawk's Pro Skater

- 1. Orko from He-Man: Vivi from FFIX:: 0.G.
- Readmore : _ a. Ratchet
- b. Daxter
- c. Crash Bandicoot
- d. Sly Cooper
- o de la constanta de la consta
- 2. What does Sucker Punch like to call the art style for Sly Cooper and the Thinking Passagnus?
- the Thievius Raccoonus?
 a. cel-shading
- b. toon-shading c. paint-shading
- d. animatastic
- 3. Which of these upcoming Star Wars games is not currently slated for a P52 release?
- a. Bounty Hunter
- b. The Clone Wars
- c. Knights of the
- Old Republic
- d. Galaxies
- 4. Way of the Samurai developer Acquire previously worked on which game?
- a. Bushido Blade
- b. Tenchu
- c. Samurai Shodown d. Broken Sword
- 5. MLB SlugFest cover athlete Alex Rodriguez has an annual salary of:
- a. \$1 million b. \$25 million
- c. \$60K and a bag
- of baseballs
- d. \$14 million
- 1.d Z.b 3.c 4.b 5.b 6.d 7.c 8.b 9.d 10.c

Clish MacLaver's

GOSSIP GOSSIP

Gossip, rumor and scandal. Gaming's biggest secrets dug up and served with gravy.

Back from E3, and no worse for the wear, 'I've got a few particularly tasty stories for you. Of course, my best gossip all liwolve cortain key exces in compromising positions, but I'll save that for when I need a favor from someone... A less has got to do what she's got to do! Look for even more gossip when I learn up with Ectronic Gaming Monthly's Quartermann on our Web sike, www.gooss.com. Keep an eye out for the Rumor Will column.

MEDAL OF HONOR PACIFIC

Good news for Medal of Honor fans land there seem to be a lot of you! Another game in the series is already in the works. I'm not sure about a release date yet, but my sources at where the canceled flight sim was also to be based), the team at DreamWorks is able to introduce new characters into the *Medal of Honor* universe. Expect to see online multi-

PERFECT BARK ZERO

How about this for a crazy rumor.
While drinking the bar dry at the
Nintendo E3 party Isomehow I managed to work my way in on the arm
a gentleman friend, I learned that the state of the

"It'll be all about working with your squadmates"

EA hint that the new game wilt our them more focus on squad battles than Frontline did. It'll be all about working as a lone agent. This isn't to say that it's going to be a more tactical shooter like Rainbow. Sir, it's more that the secondary characters will play a greater part. Word has it that the new game won! be set in Europe either. By moving the action to the Pacific theater.

Subsequently, Activision will probably announce in the next few months that it will be publishing the game, with an eye to releasing it next summer.

ONIMUSHA FULL 3D

Even though Onimusha 2 has yet to be released here, Capcom is hard all work on part three, as we've already reported in the past. I've done a little anooping at Capcom HQ and have lound out that this game is being

BITS AND BOBS

Even though PS2 owners will have to wait an extra three months to play Dead to Rights, it'll be worth the wait. Insiders have told me that the PS2 version will have a bunch of extras not found in the Xbox game. * Sega of Japan is currently shopping around its PS2 Sakura Taisen game License to U.S. third parties to bring it to the States, as Sega of America isn't keen on publishing it here. Expect Atlus, Working Designs or Eldos' Fresh Games to pick it up soon. * Sega recently decided to cancel its PS2 port of the popular Dreamcast RP6 Skies of Arcadia, which was a big dappointment to PS2 RP6 fans. We hear the main reason for this was because the external developer handling the port wasn't coming up with the kind of quality product Sega was hoping for. Instead, Sega has plans to bring Skies of Arcadia 2 to the PS2.



Got same good gaming gossip? Or anything you want to say to me If you hear anything julcy or get your hands on some cool screens or pictures, send me an e-mail at the following address:

ish maclaver@ziffdavicznii

Look out for me on AIM, too-my buddy name is OPMClish.

produced entirely in 3D, unlike the first two games that used prerentered backgrounds. Amazingly, if looks just as good as the original games, but the camera is understandably much more fluid now. Expect a release in 2003.

HDD IN 2003

So is the PS2 Hard Urive ever guind to actually come out? Rumors have been circulating for a while that SEEA is reluctant to do too many peripherals and is looking to drop is altogether. This isn't the case, though. We ve now heard that the actor will be used to be used to the common of the comm

METAL CEAR SOLID 3

Word has it that the next MGS tittle ientatively scheduled for late next year, could be one of two hings. Either all it's a side story that fills in the gaps between Solid and Solid 2 or bill it's a remake of a previous. Metal Gear story, possibly contemporated with more modern technology. The key seems to be that it will evolve very much around Snake. Fair reaction around the world to Raidern was very negative, so it's clear that the team at Konami has tearned from past mistakes and will give us att what we crave. More Snake



that goes under the musical microscope. How does it fare? Read on.

By John Scalzi It's another one-game lineup this month. This time, it's Aggressive Inline



The Atans: End is Forever



Boy Hits Car: Boy Hits Car

More miserable bastards, although these guys swing more toward the heavy, grinding Linkin Park-visiting end of the scale, choosing more mystical and visual lyrics and titles to get across the idea that they're just swimming in pouty sullenness. It's acceptable dark rock, but largely indistinguishable from the scads of other pouty, sullen bands downloading the same sonic blueprint into your ears. The exception to this is "Going to India," a tabla-infused brew that plays like the jumpy, Ritalindeprived son of Led Zep's "Kashmir." And that is a good thing.

Final Score



Hoobastank: Hoobastank



The Pharcyde: Bizarre Ride II the Pharcyde

It's the rap album as performance art, packed with skits and freaky interludes and, occasionally, some party music thrown in to keep the kids happy. Your tolerance for this will be measured on how much you buy a CD for music and how much you buy it for the personalities of the performers. Myself, I'm pretty much of the opinion that musicians ought to shut up and play some music already, so I find myself running out of patience quick. But when the Pharcyde get their, um, act together and turn on the tunage, Bizarre Ride is as good as rap gets.

Final Score . . .



Student Rick: Soundtrack for a Generation



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oday on Gamers.com

ure: The Too 10 Gummer of \$3,2002;

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We take gaming news, mix it with a heaping helping of love, and serve it up to you warm and toasty on the Web. You'll find previews, reviews and our piping-hot mes-sageboard. Join us, won't you?

www.mary-margaret.com

The site may look a little clunky, but this company claims to offer "personal and knowledgeable recruiting services in the Entertainment Software Industry"-which could be an invaluable resource if you're looking to break into the business.



"I Know Where Bruce Lee Lives: The Ultrainteractive Kung-Fu Remixer"-in case that doesn't make things entirely clear, this is a site where you can arrange sound clips and images from Bruce Lee films in a kind of multimedia extravaganza. Check it out.

www.digitalconsumer.org

A site dedicated to "protecting fair-use rights in the digital world." They claim that recent changes in copyright law make it dangerous for consumers to own: copies of their own, legally purchased music. Are they just being paranoid? Time will tell....

www.comb-over.com.

A site dedicated to the ultimate in male-pattern denial. Sure, the content might be a little, ah, thin: right now (ouch), but the few examples that are there are truly staggering in their cluelessness.

www.dumblaws.com

Did you know that in Normal, III. it's illegal to make faces at a dog? Or that in Cleveland, Ohio, you may not catch mice without as hunting license? Find out more oddities in your town?

realultimatepower.net

It's a site about ninjas. And hippos And guitars. And a perfect example of what happens when the certifiably insane learn HTML.

www.rathergood.com

Songs and flash animation and really, really odd humor. Don't miss the stirring rendition of "Chicken to Ride," featuring a startlingly lifelike Paul McCartney

www.mooseburger.com

Sure, some of us hate, even fear clowns, but if you're one of the few who can stomach these ghoulish fiends, and yea, even desire to go so far as to join their demonic ranks, then this is the site for you. Be sure to check out the (shudder) "Mooseburger Camp." One can only imagine the untold horrors.

www.jumptheshark.com

Named after the episode of Happy Days in which Fonzie jumped a shark tank, this site chronicles the inevitable point of any long-running television series when it starts to slide into self-caricature



The online home of Vice Magazine, featuring coverage of music, film, books and a great deal more. Note: For adults only!



THE SUMMERTIME BRIME TUST BOT SMORNY, MLE" SUIDFEST. 20-03 AND SIZES SMORDOLE DISTANTIANE ARRENGES MENTIME, WITH A TORBID BLEND OF AGREESOVE, ADRENANCE SYVER ACTION AND SUTHEFITCE MAJOR LEBOLE BASEBALL CRECIENTALS. LIKE A FASTBALL MICH AND THENT, THIS DANKE WILL STIR THINGS UP.

Fast Action Batter/Pilcher Interfece & Gemephy

Real Player Faces

• Over 1500 Votrageous Ammarions

rantesy riajety & Stantoms



WE CALL IT STUCKEST FOR A REASON

CAMEBO! NOWNEE

Color Company Are Spirit B. B. Bo de paragraphy of the Color of the Co

Comic Mischief Violence



slugfest, midway.com



DVD REVIEWS by John Scalzi

DRAGONFLY

(Kevin Costner, Linda Hunt)

Kevin Costner wanders in to Sixth Sense territory as an emergency doctor who gets messages from his dead wife through some of his critically ill patients. Alas for Kevin, the messages are so painfully cryptic, he has to mope through an entire film before he can figure them out. So people: If one day you're dead, and you need to send a message to the living—be blunt, OK? It'll save a lot of trouble. A passable date flick, but otherwise skippable. Extras include commentary from director Tom Shadyac (who's come down in the world since Ace Ventura: Pet Detective), a "making-of" feature and deleted scenes.

Movie Score ● ● 4 DVD Extras Score ● ● 4



HART'S WAR

(Bruce Willis, Colin Ferrell)

There's a murder in the German POW camp-strangely enough, not perpetrated by the Nazis. A courtroom drama ensues (why are the Germans allowing a trial in a prison camp, when they can just shoot anybody they want? Because it amuses them to do so. Nazis, man, I hate 'em), with Colin Ferrell as the officer defending the murder suspect. and Bruce Willis as the very clenched senior officer among the POWs. As a bonus, the POW commandant is right out of Nazi central casting. This movie chugs along nicely; the ending's a bit much, but until then it works pretty well. Willis and director Gregory Hoblit provide commentary, and there are also deleted scenes and a photo gallery.

Movie Score ••••

DVD Extras Score •••

JIMMY NEUTRON, BOY GENIUS

(Patrick Stewart, Debi Derryberry)

The weak link of the nominees for the very first Best Animated Feature Oscar—the kid-napped-parent story is cute but slight, and Jimmy Neutron himself is an unholy amalgamation of Bob's Big Boy and Dexter of Dexter's Laboratory—but on its own modest terms, it holds up pretty well. Probably the coolest thing about the movie is that it was made using off-the-shelf computers, so kids, if you play your cards right, your humble imac could spawn an animation empirel Dare to dream, boys and girls. DVD extras skew



toward the kids and include DVD-ROM games, trailers and a "making-of" feature.

Movie Score ● ● ●
DVD Extras Score ● ●

KUNG POW! ENTER THE FIST

(Steve Oedekerk)

Deeply, deeply lame flick featuring a clueless white man (Steve Oedekerk, writer, director, star and probably caterer) digitally inserting himself into a 1976 kung-fu flick called Tiger & Crane Fist (really). It's sort of like Woody Allen's What's Up Tiger Lift?, had Woody Allen suffered a grievous head injury directly before filming. But, I'll admit It, it's kind of fun, especially if you're fond of martial-arts flicks and/or forgiving of films that know they're bad and cheerfully wallow in their complete crapitides. Just don't admit you like it to anyone you want to impress. DVD features commentary by Oedekerk, a making-of featurette and trailers

SANTA CLAUS CONQUERS THE MARTIANS

(John Call, Pia Zadora)

Oh, boy. My eyes just about popped out of my head when I saw this baby was coming to DVD. This 1964, Z-grade movie is not only widely regarded as possibly the worst Christmas movie in history (and considering how painfully bad most holiday movies

are, that's saying something), but often shows up on the list of worst movies of all time, period. The plot: Martians kidnap two children and order them to find Santa, who they plan to whisk away to Mars, so he can do his ho-ho-ho act over there. Perfect for when you want to clear out unwanted guests. This film is also notable as the first film appearance of '80s sexpot Pia Zadora, who is all of 7 years old in this fick. No DVD extras.

Movie Score ● DVD Extras Score N/A

SHALLOW HAL: SE (Jack Black, Gwyneth Paltrow)

I'm not ashamed to admit to the entire world that I love Jack Black, in that strict-



ly hetero way that allows one man to idolize another from afar. I love him because he's happily dumpy and goofy, but with a



good heart, and that makes him fun to watch. He's in his element in Shallow Hal, in which he plays a doofus hypnotized to think a grossly obese woman looks just like Gwyneth Paltrow. Black's guileless good cheer makes it work when it could seriously blow. Thanks, Jack. I love you, man. Extras: Commentary by directors Bobby and Peter Farrelly, several featurettes, deleted scenes and a music video from the fabulous Shelby Lynne.

Movie Score ● ● ● ● DVD Extras Score •••

TIME MACHINE: SE (Guy Pearce, Jeremy Irons)

Fun fact: This most recent version of H.G. Wells' science-fiction classic is directed by Simon Wells, a distant relative of the author. Not-so-fun fact: "Distant relative" is a fair assessment of what this film is to the actual H.G. Wells story. Gone is the original Wells' sly social commentary, replaced by a lot of whiz-bang digital effects and Guy Pearce (so great in Memento) looking dazed as he whipsaws through time. The only thing to recommend are the effects and the slumming Jeremy Irons, playing the king of the Morlocks. Extras: Commentary by Wells Ithe director, not H.G., who's been dead for decades), deleted scenes and two "making-of" features.

Movie Score DVD Extras Score ••

TOP SECRET! SE (Val Kilmer, Omar Sharif)

One of my personal favorite films, Top Secret! squishes together WWII escape films and Elvis movies, so it's no surprise Top Secret! suffers in the popularity contest. However, pound for pound it's smarter and wittier than Airplanel, and all the really cool people know this for a fact, Moreover, the song "Skeet Surfin" deserves to be a huge hit in this and every other possible universe. I'm done now. DVD Extras: Commentary track featuring the directors, the producers and at least one other person, alternate scenes, plus Easter eggs for you to find and enjoy.

Movie Score ••• DVD Extras Score • • •



A WALK TO REMEMBER (Mandy Moore, Shane West)

When your prepubescent younger sister's birthday is three days away and you haven't the slightest freakin' clue what to get her, get her this, It's a teen movie with actual romance between its main characters, as cute singer Mandy Moore shows snobby Shane West that being popular isn't as important as being true to yourself (and so on and so on). It's no Say Anything (still the gold standard of intelligent teen romances), and it's frankly a little corny here and there, but on the other hand, it's nice to see a teen flick these days that doesn't rely on a poo joke as a central plot point. Extras included audio commentary and a music video.

Movie Score ● ● ● DVD Extras Score ••



C'mon, Get Happy THE MAGICAL WORLD OF AMELIE

If there's one director that you'd have expected to create Amelie, just about the happiest film of 2001, it probably wouldn't have been Jean-Pierre Jeunet. He's a quirky French director whose previous films have had subject matters ranging from post-apocalyptic cannibalism (Delicatesseri) to existential kidnappings (City of Lost Children) to Sigourney Weaver getting it on with the aliens and producing an offspring that looked like a melted Sylvester Stallone (Alien Resurrection). Everything about Jeunet's career, on the surface at least, points toward creepy and baroque, not lighthearted and happy.

But look deeper and you see that Jeunet Is, in fact, exactly the right person for the "get happy" job. Jeunet is a filmmaker who goes for a mood, creating visual and emotional constructions in his films that are positively dreamlike. Both Delicatessen and Children are utterly detached from any real world at all, and Children in particular comes across as a visual moodmaker on a par with (but wholly different from) Blade Runner or the underappreciated Dark City. Jeunet specializes in dreams-and in the case of Amelie, it just happens to be a happy dream for a change.



The story is simple: A sweet Parisian waitress (pixieish Audrey Tautou) discovers a box of old keepsakes hidden in the wall of her bathroom and decides to return them to their original owner-and then watches as his life is transformed, inspired, she decides to make other people happy, too--but in intricate and literally fabulous ways, and always anonymously. This allows her to wander through a fantasy Paris having her little adventures in happiness. Then she meets up with Nino, a boy who makes her melt (and in this movie, that's not just an expression). He's the sort of boy who rescues abandoned photographs, and really, you just can't buy that sort of sensitivity. Amelia has to decide if some of the happiness she's spreading can be expended on herself.



Don't expect any of this to have too much of a connection to reality. Much of the events in the film make no sense if you're not willing to allow your sense of reality to be distorted. Jeunet has worked the other side of the looking glass for so long now that he confidently knows how to draw the audience in with him and to let them see what he sees. Trust him. If you do, you'll find the filmmaking a delightful-but undeniably strange-sort of sense.

DVD features include a "making-of" documentary, a music video and production stills.

Movie Score DVD Extras Score



SCI-FI

EPISODE II SURPRISES

Need one last reason to see it again? George Lucas and company revealed some of the hidden surprises in Star Wars: Episode II-Attack of the Clones, including appearances of some familiar vehicles, the official Homing Beacon newsletter reported. Several Millennium Falcon-style Corellian freighters can be seen on a dock on Naboo, as well as a Corellian bulk freighter, the same model as Talon Karrde's Wild Karrde, from the expanded universe. Other surprises include R5-D4, the droid that blows up in front of Luke in Episode IV, which can be seen in Mos Espa. The very tirst shot reveals an Orion space plane from 2001: A Space Odyssey in the orbital traffic around Coruscant. And an Xwing and TIE fighter are visible during the speeder chase over Ceruscant

GALACTICA REBOR

We've already run stories about The Sci-Fi Channel's upcoming revival of Battlester Galactics. but news has emerged that the new show is actually to be quite different than what was previously reported. Initially, it was thought that the show would pick up where the previous one left off and would feature allnew characters. This is no longer the case, and it seems that Apollo, Starbuck and the gang will all return with a fresh look when Galactica hits screens later this year. The reason? Apparently, research has shown that not many people remember what the original was actually about, and they mistakenly think that the humans on the show were driven away from Earth and not on their way toward Earth as was actually

EMESIS NOT THE LAST TREK

It seems that talk of the 10th Trek film, Star Trek: Nemesis, being the last movie to feature the Next Generation cast was premature. As we get closer to the release of the movie (set for this winter), details and comments are emorging from the Trek camp that the new flick is so good that it has revitalized the cast and prew, So much so that there's already talk of another movie if No. 10 performs well at the box office.

MEDIA MIX

21 21

John Woo has comme dein that he's working on a new Teenage Mutain Minje Turties project and Mat a new TV show li Contract of the last

WAST WITH SELECT

The spectacularly popul for adventure game Allow which sold zillions of conjector the Pittorn Mac before appearing on console systems, is being leveloped into a mini unies set to air on the sci-Fi Channel this fall lany console gamers in to see the charm of this ranchise, describing it hering." Let's hope the flow down't saffer the same late.

THE MAC JOHN THE AMGELS

The ever-popular com-Mac will replace Bill Murray in the upcombin Angels sequel, Charlie's Angels 2: Halo. He'll plan in distant relative of Murray's character Besley. All the girls will return as planned, which veu're no doubt elected

PPISONE HI RELEASE

BATE CONFIDENCE ox-nart Star Wars sem ias been confirmed for Memorial Day 2005 release some 26 years after the original moul in theaters

11.0 DOUBT IN MALICE

in a move that could well indicate a treasor future games, Sierra announced at E3 ti will collaborate with the band No Doubt for the Argonaut-developed game Malice. No Soubt will provide music from its Rock Steady album-but more significantly ne band members will perform voice work for the game. Best yet, Gwen Step will lend her lovely vocal chords to the lead character, the enormous-hamme wielding Malice. Band members Toxy Kanal, Tom Dumont and Adrian Young play her cronies. "Having our songs in Malice is another way to get our music to people who might not otherwise hear it, ays Gwen. "We make music—that's with we do, and we love to share it." Malice, ... you may remember, was originally supposed to be an Xbox exclusive, but it now stated to bit PS2 this fall

DEUS EX MOVIE SIGNED

Columbia Pictures has optioned the rights to develop a science-fiction. action-adventure franchise based on Beus Ex. The project will be seveloped and produced by Laura ziskin, who most recently produces Spider-Man for the studio. "I can't stress enough that it's about story Ziskin, er, stressed. "It's going to be a movie for everybody." Warren Spector, the visionary behind the game, is excited about the project but is keen that "we don't want people to see it as a video game

FATAL FLICK

Tecmo has announced that DreamWorks has been granted we rights to create a live-action movie based on Fatal Frame. "We were mazed by the fantastic creative vision driving Fatal Frame," stated DreamWorks president of production Mike De Luca. "Our plan is to take the scariest video game of all time and transport that vision to the big green for everyone to experience



DVD NEWS

TRUE LIES NEXT YEAR?

After being delayed because of the terrorist attacks last year, it now seems that the special-edition DVD of James Cameron's True Lies will be available in early 2003.

EPISODE II ON DVD ALREADY?

As reported last month, word has it that much of the production for Star

Wars; Episode II was done with the DVD release very much in mind. Even now seems extremely likely that the DVD (probably a two-disc set) will hit stores in the last week of October Expect lots of documentary footage, behind-the-scenes and extra scenes to be integrated into the original cut of the movie.

MONSTERS, INC.

Preorder it now! Disney and Pixar have announced that Monsters. Inc. will be available on Sept. 17.

THE SOPRANOS SEASON 3

It's an expensive year if you're into collecting top-quality TV shows, On Aug. 27, the complete third season of The Sopranos will be in stores. The

suggested price is \$99, but a number of online stores are already taking preorders for as low as \$75.

FRIENDS SEASON 2

The complete second season of Friends will hit stores on Sept. 7 Some online retailers are already taking preorders. Expect to pay between \$50 and \$70 for it.





TOP 10 CHARTS

PS2 Top 10

The Greatest Hits lineup crashes this month's top 10 list with a vengeance. But do you really think ATV and Twisted Metal would've made it back onto the charts without the price drop? Notice we didn't include GT3 in that last sentence.

Title /

	Month.	Publisher	Rating
1		Spider-Man Activision	
wonder book. games the Da	er that <i>Sp</i> o It's a true s. If marke aredevil ga	ed our world, and the game of ider-Man has toppled the cor- testament to the crossover to eaters time it right (the power ame to coincide with the move ank for the game producers.	npetition? Not in our petween cinema and s that be have delayed it launch), then it's

crawl up the sales charts when they're tied to the movies. After all, we want to play with the heroes we see on the silver screen.



200			Alleborous desired
2	1	Grand Theft Auto III Rockstar	•••••
3	10	Gran Turismo 3: A-spec	****
4	2	Virtua Fighter 4 Sega	•••••
ATVI	has charm	ATV Offroad Fury Sony CEA dead? You bet. One of the steeper his that are tough to resist, especially that price, definitely check this one	now that it's
6	5	Triple Play 2002 EA Sports	••

•		EA Sports
7	Almidus.	Twisted Metal: Black Sony CEA
8	6	Max Payne ••••
9	7	All-Star Baseball 2003 Acclaim
10	4	Tiger Woods PGA Tour 2002 ●●●●

ce NPDF-unworld TRSTS Service, April 2002. Call them at 516.625,6190 for questions about this list. No games for competing console systems (e.g., Xbox, GameCube) were included: Overall sales figures may very. Game descriptions written by the OPM staff

OPM's Most Wanted PS2 Games



2		
	Sig Cooper	Sony CEA
2	SOCOM, U.S. Navy SEALS	Sony CEA
1.0	NCAA Football 2003	EA Sports
4	Kingdom Hearts	Square EA
	Final Fantasy XI	Square EA
6	Tony Hawk 4	Activision
14	Lord of Rings: 2 Towers	EA Games
8	The Getaway	Sony CEA
4	MFL 2K3	Sega Sports
10	Dark Cloud 2	Sony CEA

J	Final Fantasy XI	Square
2	Winning Eleven 6	Konami
d	Capt. Tsubasa (PS1)	Konami
4	Gundam: Ghiren's Amb	.Bandaı
ş	Necchu! Baseball 2002	Namco
6	2002 World Cup	EA Square
ı	Kengdom Hearts	Square
В	DDR Max	Konami
,	Zelta Zetsumei Toshi	Irem
0	1 Piece Battle! 2 [PS1]	Bandar



1	Spider-Man (PS2)	Activision
2	Jedi Starfighter (PS2)	LucasArts
3	GTA3 (PS2)	Rockstar
4	Spider-Man (Xbox)	Activision
5	Spider Man (NGC)	Activision
	Virtua Fighter 4 (PS2)	Sega .
1	Headhunter (PS2)	Acclaim
	No One Lives For. (PS2)	EA Games
9	Resident Evil (NGC)	Capcom
10	ACRonoball 2002 (DC2)	Acetaum

Top 10-Selling Games, All Systems

		Activision
2	Grand Theft Auto III (PS2)	Rockstar
3	Gran Turismo 3 (PS2)	Sony CEA
4	Resident Evil (NGC)	Capcom
5	Spider-Man (Xbox)	Activision
6	Sup Mario Adv. 2 [GBA]	Nintendo
7	Spider-Man (NGC)	Activision

8 Virtua Fighter 4 (PS2) Sega W APV Offroad Fury [PS2] Sony CEA 10 Sonic Advance (GBA) Sega

PSone Top 10

This month's PSone chart is sticky with Spidey's cinematic web. Two Spider-Man games, the first of which hasn't seen the top 10 in well over a year, are slinging their way back, aiming for the top spot. But both can't beat Yu-Gi-Oh. For this month, at least.





8	7	Gran Turismo 2 Sony CEA	•••••
9	+	Tekken 3 Names .	****
10	-	Spider-Man 2 Enter: Electro Activision	***1

Source: NPDFunworld TRSTS Service, April 2002. Call them at 516.625,6190 for questions about this list. No games for competing console systems (e.g., Xbox, GameCube) were included. Overall sites figures may vary. Game descriptions written by the OPM staff

EA Sports





Execute your assignments up close and personal



Silence the opposition from a distance



Terminate your targets where they live, play or work





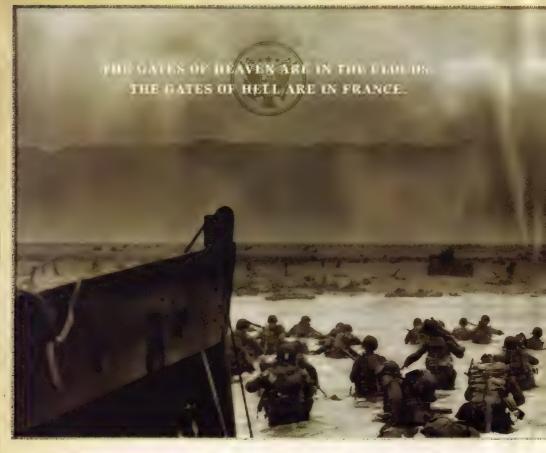
Hitman2.com

Blood Strong Sexual Content **Violence**

← lo-Interactive

COSCIO Distraction A.S. Developed by Distraction A.S. Developed by











AND WHEN HE GETS TO HEAVEN, TO ST. PETER HE WILL TELL. ONE MORE SOLDIER REPORTING, SIR. I'VE SERVED MY TIME IN HELL.







* * * * June 6th c6cc hours. Omaha Beach. D-day.

After three years of enemy occupation, the journey to take back France will be perilous.

Beware. If the hypothermia, underwater mines and Belgian Gates don't kill you, there will be plenty of Nazis awaiting your arrival only too glad to help finish the job.

Godspeed, soldier. Save yourself. Save France. Then save the world. Enlist at moh.ea.com



YOU DON'T PLAY, YOU VOLUNTEER.



620.6 Electron Arts for Florin an Arts, I A GAMES, the LA GAMES logo and Modo, explored from the occombination of Determination of Determinati

eagames.com



Previewed Inside

10
M. Gear Solid 2: Substance .97
Metropolismania
Moto-X92
NASCAR Thunder 200390
NBA 2K370
NBA 2K370 NBA Live 200386
NBA ShootOut 200378
NCAA GameBreaker 200394
Need for Speed: HP272
NFL 2K374 NFL Blitz 20-0398
NFL Blitz 20-0398
NFL GameDay 200379
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Star Wars: The Clone Wars76
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Tenchu 11184
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Tom and Jerry88
War of the Monsters68 WWE SmackDown! SYM97
WWE SmackDown! SYM97
Zone of the Enders 262
Zone of the Enders 262

Coming Soon

coming	200	11
PLAYSTATI	ON 2	
July		
Commandos 2	Eidos	Strategy
The Mark of Kri	Sony CEA	Action
NCAA Football 2003	EA Sports	Sports
Sky Gunner	Atlus	Shooter
August		
Armored Core 3	Agetec	Action
Dino Stalker	Capcom	Light Gun
Disney Golf	EA	Sports
Dragon's Lair 3D	Encore	Action
Madden NFL 2003	EA Sports	Sports
Mat Hoffman's Pro BMX 2		X-Sports
NCAA Col Football 2K3	Sega	Sports
NCAA GameBreaker 2003		Sports
NFL GameDay 2003	Sony CEA	Sports
NFL 2K3	Sega	Sports
Pride FC	THQ	Fighting
Reign of Fire	Bam!	Action
RLH, Run Like Hell	Interplay	Action
Rocket Power	THQ	Action
Romance of 3 Kingdoms 7	Koei	Strategy
Sega Tennis	Sega	Sports
Simpsons Skateboarding		X-Sports
SOCOM U.S. Navy SEALS	Sony CEA	Action
Street Hoops	Activision	Sports
The Terminator DOF	Infogrames	Action
The Thing	Universal	Adv
Turok, Evolution	Acclaim	FPS
September		
Armada 2: Star Comm.	Metro3D	Action
Dynasty Tactics	Koei	Strategy
Egg Mania	Kemco	Puzzle
ET. Return/Green Planet	NewKidCo	Action
Gungrave	Sega	Action
Hitman 2 Silent Assassin	Eidos	Adv
J. Cameron's Dark Angel	Sierra	Action
Kelly Slater's Pro Surfer	Activ sion	X-Sports
Need for Speed: HP2	EA Games	Action
Ninja Assault	Namco	Light Gun
Onimusha 2	Capcom	Adv
Pac-Man Fever	Namco	Party

Summoner 2	THO	RPG.
Superman: Apokolips	Infogrames	Action
Taz Wanted		Action
Tekken 4	Infogrames Nameo	
		Fighting
TimeSplitters 2	Eidos	FPS
Vexx	Acclaim	Action
Wild Arms 3	Sony CEA	RPG
October		
nack//INFECTION	Bandai	RPG
Barbie Treasures in Time		Action
Blade II	Activision	Action
Defender	Midway	Action
Dr Muto	Midway	Action
Evolution Skateboarding	Konami	X-Sports
Freaky Flyers	Midway	Racing
Grand Theft Auto VC	Rockstar	Action
Grandia Xtreme	Enix	RPG
Gundam: Lost War Chron.	Bandar	Action
Kingdom Hearts	Square EA	Action
Legala 2: Duer Saga	Fresh Games	RPG
The Lost	Crave	Adv
Mortal Kombat, DA	Midway	Fighting
Moto-X	Konami	Action
NBA Starting Five	Konami	Sports
Red Faction II	THQ	FPS
The Scorpion King	Universal	Action
Silent Scope 3	Konami	Shooter
Tribes: Aerial Assault	Sierra	FPS
Virtua Con 1 and 2	Sena	Light Gun

Treasure Planet

PS UNE			
July			
Austin Powers Pinbal	Take 2	Pinball	
c-12 Final Resistance	Sony CEA	Action	
Gundam Battle 2	Bandai	Action	
Spec Ops: Airborne Div.	Take 2	Action	
Stuart Little 2	Sony CEA	Action	
August			
Madden NFL 2003	EA Sports	Sports	
NFL GameDay 2003	Sony CEA	Sports	
Future Release	S		
The Pink Panther	DreamCatcher	Action	
Physic Toward on House	TOV	S of one	

Sony CEA

Action

THE GETAWAY



If Guy Ritchie did Grand Theft Auto

In our June 2000 issue (yes, over two years ago!) we slapped a big of coverline on the front of the mag claiming that The Getaway was the "coolest-looking game ever." At the time, there was some debate as to whether the screens were "real" or not, but looking back, whether they were or not, they still closely resembled what we have in front of us here. No doubt you've marveled at the screens on this page by now, and you're probably thinking something along the lines of what we said back at the turn of the millennium. Sony's Sono Studio in London has remarkably re-created a large area of London (46 square miles!) and presented it in a shockingly realistic way-so realistic that our own resident Brit, John Davison, feels right at home. We're not sure if he spent any time engaging in the car chases or shoot-outs depicted in the game, but he can point out a few good stores and restaurants while cruising the streets in one of the many licensed cars.

Previews so far have erred very strongly on the side of the driving aspects of The Getaway. Most of what we've shown in the past has involved BMWs or Audis hurtling around corners viewed from jaunty camera angles with spectacular scenery. However, a lot of what we have here involves a man in a suit holding a gun and looking tike he really means to use it. What's up with that? The balance of driving action versus running around actually schews about 60-40 from what we're led to believe, meaning that what we're showing here is a lot more significant than we'd previously thought. Much of the story unfolds in the "on-foot" parts of the game, which also allow the development team to show off some more of the funky technology it's developed for the game. Expect to see some awesome-looking facial animation and some really incredible-looking characters as you explore the underbelly of London's gang scene. Want an idea of how it all plays out? Imagine a Guy Ritchie movie mixed with a healthy dose of Grand Theft Auto, all with angry London accents, and you have a rough idea. The Getaway should be out in November.







Destroy Real Cars

Notice the side of the road you're driving on. If you don't want to cause trouble, it's important. It's also important not to smash things up too much if you can help it. Unlike many games that feature lots of licensed vehicles, The Getaway lets you beat the snot out of anything you get into. Some cars, like this old 5-series Bimmer, you'll recognize, but there are also lots of cool Euro-centric rides.



Robot Alchemic Drive

Sega Bass Fishing Duel Sega

Action



Solid

Unlike Grand Theft Auto III, which suffered from a pretty awful targeting system, The Getaway is a much more complete combat experience. Rather than just running around shooting at stuff, you can engage in much more Solid Snake-like activities, like creeping around, hiding behind boxes, and jumping out to shoot at men in beige raincoats. All of Britain's underworld wears black suits with some kind of rain-retardant overcoat, you know. It rains a lot.



More than "just" a cel-shaded FPS
Based on a French comic, **Ubi Soft**'s XIII (pronounced thirteen) ini-

Based on a French comic, **Ubi Softs**: XIII [pronounced thirteen] initially caught our eye thanks to its cel-shaded graphics—a first for a first-person shooter. But after seeing it in action, we now know that this **early 2003** release has more to offer than just good looks. With a story steeped in sinister conspiracies that flow all the way up to the U.S. president, XIII stars a character afflicted with amnesia—the only clue to his identity is the 'XIIII' tattoced on his shoulder. The story unfolds through interactive flashback cutscenes that slowly reveal XIII's purpose. Along the way, XIII relies on others until he regains his memories and forgotten skills, gwing the game a believable setup for adding new abitities. Unlike the typical FPS, XIII focuses as much on stealth as fast action—which is where his "sixth sense" ability to detect danger will surely come in handy.



















Despite being an utter disappointment that we likened to having all the excitement of a race with riding lawnmowers, the first ATV: Quad Power Racing sold remarkably well for Acclaim on PSone. Now, Climax has had a couple years to iron out the gameplay and make it all PS2 worthy, so we're hoping that winter's sequel not only vastly improves what we've seen before but also manages to challenge the Offroad Fury series. Ten real racers plus more than 40 real-life sponsors should help.





Freedom: Battle for Liberty Island

Here's an intriguing new hybrid genre: first-person shooter and realtime strategy. That appears to be what developer IO Interactive is going for with Freedom, scheduled for release this fall from EA. The combat is set in the streets of New York, in an alternate history in which the Soviet Union won the Cold War. Your job is to recruit freedom fighters and give them simple commands to help overthrow the Russians. There's a lot more to it, though, so look for more info soon.

ZONE OF THE ENDERS: THE 2ND RUNNER

Now you're playing with power!

Take a quick look at the screens below, and you might be tempted to yown, thinking, "Ah, wellmore of the same." But you'd be wrong. At least that's what the team behind Konami's ZOE2 told us when we sat down to chat with them recently. "Yes, it is a sequel, but we've done most of it from scratch, so those who played the previous game will still get something very fresh," says director Shuyo Murata. "We didn't take the previous game and just make enhancements to the game engine or models. We've even redone the robots that appear in both games."

Some of these changes come thanks to you, the gaming public. Take the sometimes-tedious revisiting of levels from the first ZOE. "In the previous game, there was a lot of setting up flags, where you had to do this to get an item, and then do that to get a certain hint to go to some other place. There was a lot of hopping back and forth between similar stages or even the same stages. We were criticized for that. And that's something we got rid of," Murata says.

As the new director, Murata wants to stress something he felt was missing from ZOE: a full sense of Jehuty's massive strength and devastating power. Murata and his team have revamped the combat system so it can showcase Jehuty's might. Now you can face a swarm of enemies, blasting them with multiple laser beams. Or you can grab a foe and swing it around like a hulking, mechanical bat. Or you can square off against a gigantic battleship without fear of being squashed. Throw in a few new weapons and skills, like a monstrous cannon and the ability to teleport around your enemies, and you've got one badass Orbital Frame on your hands. Even the story, Murata says, serves the purpose of revealing just how powerful you are. Get ready to test the limits of Jehuty's power this winter.









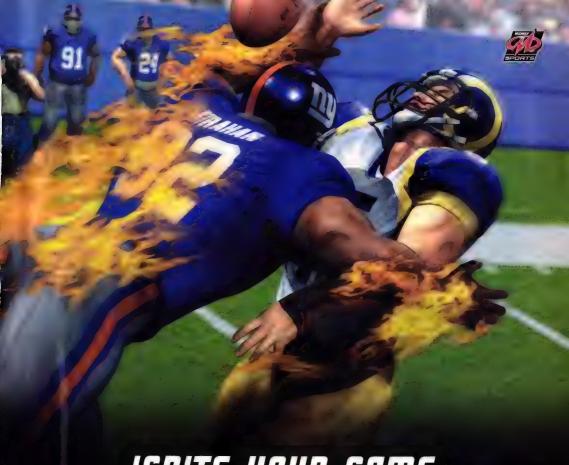












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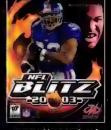














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Rayman 3: Hoodlum Havoc

Sometimes more of the same is a good thing—which is something we wish **Ubi Soft** kept in mind while concepting *Rayman* 3. See, instead of another" magical adventure that stretched the platform genre to its limits (we're talking *Rayman* 2, of course), this **fall** we'll get a game that focuses more on combat than adventure. Sure, it'll be gorgeous. And it'll probably be fun too. But it's not the same kind of experience we'd been so eagerly anticipating, and that makes us just a bit sad.





James Cameron's Dark Angel
Just in time for no one to care about Dark Angel anymore [Fox recently
canceled it], Slerra plants to release a game version of the James
Cameron-produced TV show this September As Jessica Alba's character Max, use your abilities as a genetically altered super soldier to traverse 20 levels en route to finding your sister. In addition to hand-tohand combat, use Max's enhanced vision and hearing, plus slow motion
and steatth. Alba and Michael Weatherty [Logan] provide voice work.

DARK CLOUD 2

An even brighter future for this Georama RPG

As fantastic as the first <code>Dark Cloud</code> was, critics were quick to point out its shortcomings: a bit repetitive, somewhat awkward at times, and not enough emphasis on the innovative "Georama" world-building system. But no one has been a tougher critic than developer <code>Level-5</code>, which readily acknowledged they didn't have the time to include everything they wanted and even went so far as to significantly improve the game for its U.S. release <code>Dark Clouds</code> searter <code>Japanese</code> release didn't fare as well, both critically and commercially). Now that we've had some hands-on time with the sequet, we can see how much energy went into re-creating this hybrid RPG. Aside from the obvious graphical upgrade [it's simply mesmerizing in action], the dungeons are now biger, brighter, more detailed and overflowing with creative and compelling enemies. The towns also seem vastly improved, with local folks who'll send you off on errands to help them out. And while we didn't get a chance to fiddle with the Georama portion, the video sequences we saw reveal nice little details that breathe even more life into your creations. Along with all the improvements, <code>Dark Cloud 2</code> reatures a new storyline and cast of characters for you to build a better world with when Sony CEA releases this game early next year.





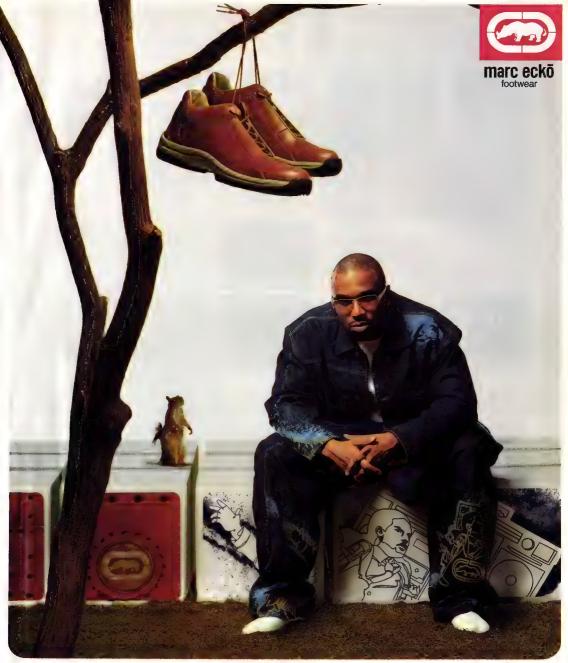
















This horribly named, eight-syllable July release from Natsume could pretty much be described as a Japanese-style Sim City. The game centers around the building up of towns and communities but features the same sort of cartoony look as such other Far East-bred titles as Gitaroo-Man and Parappa the Rapper There's also a strong focus on relationships, as you'll need to make friends with your townsfolk before you can expect them to work with you.





Burnout 2: Point of Impact

Even though the first Burnout rocked with its innovative mix of edg of-your-seat driving action and killer crashes, sales for the game failed to reflect its greatness. Fortunately, Acclaim still has faith in Criterion's series and will release a sequel this October. It's "deeper, longer and better," says designer Chris Roberts. An improvement to graphics is already apparent, with some truly amazing reflections going on. And we can't wait to try out the several multiplayer modes!

DINO STALKER

OK, so maybe it is a Dino Crisis game

When we first looked at Dino Stalker a couple months back, all of the information Capcom supplied us with gave no indication that this August light-gun game was to share any continuity with the Dino Crisis series on PSone. But now that we've played it (not to mention realized that Japan is releasing the game as Gun Survivor 3: Dino Crisis), we're happy to see at least some connection. Sure, the game's World War II pilot of a star is new to the series, but anyone familiar with the concept of "Third Energy" or the name Dylan Morton should get a little something extra from this apparent side story.

As big a role as story plays in the game-most likely the most involved a light-gun game has ever seen (for whatever that's worth)-it's the unique action that should make people want to whip out their Guncon2s. You know that D-pad on the back of the peripheral? Now you can actually use it to traverse the diverse environments as you progress through the game. You can even strafe using the two side buttons, and the bottom button (used in most games to reload) actually switches weapons. It all works pretty well-even if it does exhaust your hand. In addition to these levels from what's essentially a lightqun compatible first-person shooter, some on-rails stages in moving vehicles add to the excitement.











And if You Don't Have a Guncon2.

Compare the screen to the left with those above and you'll notice the slight difference in representation between using your Dual Shock 2 or a Guncon2, respectively. And since you absolutely have to buy either Time Crisis II or Vampire Night to even get such a peripheral (go with the former if you must have it), you're most likely to see crosshairs all the time. A controller works OK-it's just not as fun.

This summer no one survives alone.

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DDRMAX: Dance Dance Revolution

We'll have to admit, we're a bit disappointed that most gamers have yet to embrace the Dance Dance Revolution series. However, enough hardcore-and we do mean hardcore-DDR fans exist to make it worth Konami's while to bring what looks to be the best version yet to PS2. This fall, time your dance-happy feet on a dance pad to the music of more than 65 songs (over 100 minutes total) in every mode seen in a DDR thus far, plus the new Freeze Arrow mode.





So, what has Twisted Metal: Black developer Incog, Inc. been up to all these months? A surprise-and surprisingly fun-game called War of the Monsters, due out early next year. A smash-and-grab brawler featuring 10 enormous creatures inspired by '50s and '60s sci-fi flicks. Monsters pits its 100-foot-tall brutes against each other in fully interactive cities. So far, our only complaint is the lack of multitap support. meaning only two players can duke it out in this Sony CEA game

MADDEN NFL 2003

Thin is in

"Getting skinny." You ever heard that term in relation to football? It's a reference to a running back slipping through a slim hole. If he turns his shoulders and his hips to kind of glide through instead of blast through, then that's "getting skinny." Why is this a big deal? Well, if you've been playing Madden games on your PS2, this is about the best news you can hear. Previously, your back would ram the O line and run in place until tackled for a loss. Not anymore. Now the players will "get skinny" and seep through those eve-of-the-needle holes, and you'll be surprised by how many yards you can get just by ducking a shoulder.

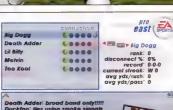
Of course, there are more innovations present in this year's version, but the running game has been a sticking point for ages. Another sticking point? The fear of playing defense, in years past, it was better to sit the controller down than to risk giving up an 80-yard bomb, but Tiburon has taken great pains to work on that. Now you have more control over your D, the player's don't slow down when you switch to them, and you're even rewarded for making the interception yourself. Plus, the new gang tackles help, too. Get in shape-kickoff's in August.







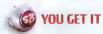




alh Adder: broad band only!!! ckfan: Hes using smoke signal mp: I'm just a humble test ickfan: has left the room mp: has left the room

Coast to Coast

If you've been paying attention, then you know Madden 2003 will be online. This means you'll no longer have to listen when your friend in Seattle says he's 10 times the Madden player you'll ever be. If you beat him, that is. And if he's yapping about luck after a 72-14 loss, just point him to the statistics (left). Madden not only shows off your win-loss record, but also keeps track of where you rank nationally. It also keeps stats on your passing, running and much more.





How Convenient





MARVEL VS. CAPCOM 2

Magneto vs. M. Bison? You got it

One of the **finest** Capcom arcade fighters finally makes the jump to PS2 this October, Just as Capcom vs. SNK 2 offered a massive roster of Capcom and SNK characters, Marvel vs. Capcom 2 features tons of Capcom and Marvel combatants to choose from-over 50 in all. This includes most of your favorite Marvel superheroes and villains-everyone from Spider-Man to Doctor Doom. Joining them are such cool Capcom picks as Jill Valentine from Resident Evil, Strider Hirvu, Captain Commando and even Mega Man. Three-on-three matches and spectacular super attacks make the 2D battles more chaotic than ever!







NBA 2K3

ESPN look, NBA feel

What complaints did you have about NBA 2K2? You were annoyed b how many of your aerial passes were picked from the sky, weren't you? And we're certain you hated having to inbound the ball against a defensively savvy human opponent (though it made for some good laughs). Maybe you didn't think there were enough up-and-under moves. Or you disliked the rim physics or the phantom goaltending Legitimate concerns, one and all. But they've all been fixed. Brilliantly. While Live and ShootOut are playing catch-up, NBA 2K3 is in tuning mode. After playing it at E3, it's not much of a stretch t say that this will hold the hoops title for at least one more season.

One of the best new aspects of Sega Sports' updated hoops is how quickly players get up for a shot. Instead of hanging in the air while you try timing everything right, now the shot feels like a shot. It's an intangible thing that you can't see in screenshots, but it makes the game faster without speeding it up. If that makes sense.

Another major coup is the new ESPN look. While it feels foreign for now (hoops will debut on ESPN next year), we anticipate it to feel right once next season tips off. The game's announcing team remains unchanged, but expect an ESPN personality in the game.

One last thing to keep you salivating: When you watch an instant replay, the star of the clip is in color while everyone else is blackand-white. How cool is that? We can't wait until September









Move It, Move

Look above. What you're seeing is more poetry than picture. To the naked eve, it's clear that Allen Iverson is putting the ball behind his back. What you can't see is how he taked left hefore going right while dribbling the rock between his legs. And you can't see how his defender's jaw drops to the floor before Iverson blows past him. There are players you can't quard in NBA 2K3, and they're the same guys you don't want to go one-on-one with in the real NRA. We love this game.





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Crouching Tiger, Hidden Dragon

it's still nearly a year away from release, but we got to play an early version of Ubi Soft's Crouching Tiger at E3, and it definitely shows promise. Players will be able to take on the role of Mu Bai, Jen or Shu Lien and engage in massive, free-roaming hand-to-hand battles. And yes, you can fly: Build up your Chi meter and you can use it to take to the air or execute other powerful special moves. Control needs work at this point, but it'll no doubt be fixed by next spring.



Disney Golf

If you're over the age of 10, it might be easy to dismiss Disney Golf as beneath your notice. Don't. Oh, sure, it's got plenty to keep "the kids" interested-most notably a mode which simplifies the three-tap, Hot Shots-style shot interface into two simple button presses-but there's also enough depth for adults to appreciate. Take, for example, the ability to "attack" other players with power-ups. We anticipate some heated contests when EA releases the game this summer.

NEED FOR SPEED: HOT PURSUIT 2

Cheese it, it's the fuzz!

The Porsche Carerra GT. The Lamborghini Diablo 6.0 VT. The Ferrari 550 Barchetta. The...Ford Crown Victoria? Well, of course! The Crown Vic is a necessity in any game that allows you to "Be the Cop"—just one of the modes in Hot Pursuit 2. And the game comes loaded with a host of upgrades and additions behind the sleek car selection and new modes.

While many games seem to strive for ever more realism, EA Games' Need for Speed franchise happily wallows in its arcade qualities: This edition features slow-motion jumps (complete with Matrix-ey camera rotation), flaming paths to illustrate shortcuts, and patently unrealistic physicsbut in a good way. On the other hand, plenty of extra scenery spices up the levels to make things look more realistic, from forest fires to gas stations, roadside towns and vista views. Look for this one to arrive late this summer.











Damage Control

For the longest time, auto manufacturers refused to allow their cars to get beat up in games. Finally, EA has convinced a few to give in, allowing you to wreak havoc on your cars (below). Kids, don't try this at home!



FIGHT FIRE WITH FIRE

REIGN OF FIRE

IN THEATRES JULY 12



PRIMAL

Shapeshifting in style

Best known for developing the MediEvil games, Sony Europe's Cambridge Studios has taken its sweet time in attempting to satisfy PS2 gamers. But it looks like that might just happen this October, when Primal heads our way

Dozing with the dark style you'd expect from a game joining our own world with a fantastical one full of demons, the game stars you as a shapeshifting babe named Jen on a quest to "face her inner demons." Sounds cliché, to be sure, but we're assured that a deep story awaits, accompanied with plenty of demonbusting, puzzle-solving action.

Beyond Primal's stylistic appeal, the shapeshifting aspect seems to hold the most promise. Unlike games such as Shifters, where your character morphs in a puff of smoke, this one actually shows the process unfold right before your eyes as though you were the T-1000 in Terminator 2. Jen changes into four demonic forms, each helpful for the four unique worlds. She might adopt a ferral form looking for a fight in Ferai, for example, or become fish-like for the water world

Yet, as has become customary for Sony CEA releases of late, Primal is also a buddy game of sorts. A gargoyle named Scree accompanies Jen, and though he hates to fight, you'll find his small size and flying ability integral to solving certain puzzles.









NFL 2K3



This is SportsCenter...well, sort of

What do men do during an autumn Sunday night? No, the real men. Yes, after The Simpsons. That's right, they watch Sunday Night Football on ESPN. And for good reason. There's high production value, it's America's favorite sport, and what's more relaxing than knowing you're on the couch while some guy is creamed by six 250-pound behemoths? So what does this have to do with NFL 2K3? Everything. Sega Sports' series that last year started the first football war since 1998 has used its ESPN license to the max. Imagine this: You've finished the season 9-7 and you're on the playoff bubble. Instead of finding out if you've made the playoffs by clicking on a Standings menu, you go to SportsCenter to watch the week's highlights. That's when you see the other "bubble team" kick a game-winning 52-yard field goal to finish 10-6. And boom, you're crushed. But at least you're crushed by an experience instead of a box score. Therein lies the genius of ESPN integration. Makes everything else seem like Fox Sports, doesn't it?

There have been improvements to the game too. So many improvements. But they're so subtle you'll have to discover many of them yourself when playing this August. Until then, we'll ponder who'll have the best football game this season. Madden or NFL 2K3? Madden has been the best for four years straight-but NFL 2K3 expects nothing less than a Super Bowl this season.

















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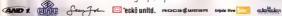


















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Apparently, Donald Duck stars in his own Disney comic as "Ph sci-fi superhero. And apparently, that comic series has a "loyal following in the millions," according to Ubi Soft's president, Laurent Detoc. Who knew? Not us-but no matter, because this fall PK will save the day on your PS2 in an arcadey action game chock-a-block with superhero gadgets like a jet pack, iron fist and the Remote X-Transformer, all of which he uses to battle those nasty Evronians.





Freaky Flyers

Games aren't funny enough, because funny is hard. But the worst part is that game makers rarely even give humor a shot. Midway aims to take a comedic chance this fall with its crackpot air raid, Freaky Flyers, pitting you as one of 13 characters in planes with serious personality (e.g., one flyer soars around in a log with wings). The game itself is part adventure game and part racer, but such multiplayer minigames as dogfights and races can be played online.

STAR WARS: THE CLONE WARS

Continue, this Clone War will

It may not include Yoda kicking ass with a lightsaber, but when LucasArts' The Clone Wars hits this fall, don't be surprised if it reminds you of the last half-hour of Episode II. Every vehicle you saw in Attack of the Clones' climactic battle comes to life, as you engage in land- and air-based combat with fighter tanks, AT-SX assault walkers, speeder bikes, Republic gunships and the like (Pandemic Studios has included more than 30 unique units total). This continuation to the most recent Star Wars flick places you in battles set all across that famous galaxy far, far away-everywhere from familiar locales like Geonosis to those only the most hardcore of fans will recognize, such as the ice planet of Rhen Var (seen in Dark Horse Comics' Tales of the Jedi) and the Wookiee homeworld Kashyyyk At times, you as Anakın, Obi-Wan or Mace Windu will depart your vehicle in favor of handling things on foot equipped with a Jedi's weapon. Which is pretty cool-even if Yoda has nothing to do with it.



































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12069 SWITCH

Evolution Skateboarding

Sure, Evolution Skateboarding is no Tony Hawk-but as far as we can tell, it's not trying to be. First off, the inclusion of boss battles means you're not just trying to outskate your next-door neighbor. We're talking giant spiders and runaway trucks-pretty much exactly what you'd expect from a Konami game. And who can honestly say they've never wanted to skate as Solid Snake (well, besides everyone in the world)? No one will be able to resist a skate on Strut F this October.



NBA ShootOut 2003

Defense wins championships, so why has playing defense been so hard in every PS2 hoops game? It seems the team over at 989 Sports is paying attention to what everyone else is missing, and its fall release of ShootOut is designed to be fun on both sides of the ball. The physics alone have improved greatly from past versions. Players sidestep if you tease the analog and don't break into a full run until they've actually turned around. Live and NBA 2K3 could stand to mimic such a thing.

SILENT HILL 3

Something old, something new, something freak

"A lot of people will have preconceptions about what to expect with this game," Silent Hill 3 scenario writer Owaku Hiroyuki tells us after showing off a bit of Konami's third installment to its popular horror franchise. "In Silent Hill 1, the main character was to find his daughter, and in Silent Hill 2, he was to find his wife. Because of this, in Silent Hill 3, I wanted to do something very different-something that would betray people's expectations." And although he won't say exactly what he means by that, we have a good notion to believe him. Especially because of what we've seen so far.

Silent Hill 3 stars a young girl named Heather-but she's in some other weird town besides Silent Hill. A very different town from what we've been accustomed to thus far-one with subways and a shopping mall. And yet, somehow things still tie to Silent Hill. "The title is still Silent Hill, so there has to be a connection," director Kazuhide Nakazawa hints.

But other than the story, a lot has changed for this new sequel. "Even though we're using a sim lar effect engine in Silent Hill 3 to that of Silent Hill 2, we pretty much re-created the entire graphics engine," cites Nakazawa. "This was vital for us so that we could accurately display the specific images we had in our minds for this game." Interestingly, because of the new graphics engine, the team has opted not to go with computer-generated cutscenes in this game. "We are confident that whatever we've done in CG can now be done on the PS2 in real time," states Nakazawa. "We may use some CG for the opening or ending, but not inside the game."

Gameplay is also getting some adjustment for part 3. "We realize that some people found certain areas a little dull in the past game, so for this one we're putting a lot of attention in this area, Nakazawa explains. "That's not to say this game will be all action, though. It'll still be about mood."

Don't expect to see Silent Hill 3 soon—it likely won't be released till spring. Until then, Nakazawa leaves us with this: "If you have any expectations for Silent Hill 3, prepare to be surprised.









STREET HOOPS

You got game?

Names like Hot Sauce, The Future, Headache and Half Man Half Amazing are laughable. But it's no laughing matter that these ballers (often found in videos from And 1 that show off Rucker Park competitions—and the most mindblowing moves we've ever seen] are set to dominate the PS2 street courts. These Street Hoops stars are known to dribble with their elbows and knees as much as their fingertips. Who better to put in a game?

While this Activision title lacks the artistic hipness of NBA Street, it should still turn heads with its authenticity. Our favorite feature is the Career mode, which allows you to gamble your way to the top. You make bets for each game, and if you win, you can make bigger bets. Simple math, for sure, but it's something that's never been done before in a sports game. After you've earned mad cheddar, tall ducats or phat cash (you have to talk a good game, not just play it), you can flip your funds like a pancake and turn them into new duds, new kicks, a new gold wristwatch and all to ther manner of goodies.

Sadly, the basketball part of the game, for now, is its weakest asset. The animations are a bit sluggish, and it feels like you don't have full control over your baller at all times. But there's time to fix that before its August release. This game's got flavor—now it needs the seade.









Defense is the focus for 989 Sports' much—check that—monstrously improved NFL GameDay. While it'll be a long crawl to gain ground on the superb competitors, GameDay's new vision is taking shape. On the defensive side of the ball, for example, you're rewarded for trying to make the play with some absolutely fantastic-looking gang tackles. Truth is, this game is playable for the first time in years. Better yet, we're actually eager to see more before the August kickoff.





This futuristic action game from **Crave** sounds pretty interesting. It's part first-person shooter and part space combat, which means you can un down a corridor right into your ship and take off. You can also customize your ship from a large array of parts. And the game won't be short on story: In fact, characters react to you in drastically different ways based on your notoriety. Sure, it might not be THAT Bounty Hunter, but it still looks promising. Check it out this winter.





Customizer

If you were annoyed at the overly cartoony-ness of NBA Street, you're going to love the look of Street Hoops. But the look is also up to you. Once you have a baller to call your own, it's up to you to dress, style and keep him manicured. The game features a tattoo parlor and a barber shop. Sick of wearing that montop? Why not have it fashioned into a Kid 'n Play flat top that reaches the clouds? And once you're clean-cut, why not get that Mother tattoo you've always wanted?





ATV Offroad Fury 2

We brought you first news of this eagerly anticipated follow-up to Rainbow Studios' racer last month. We've seen it in action since then, and it looks to improve the original in nearly every way. One major fundamental change is the addition of different types of terrain: Now the ATVs handle differently depending on whether they're on mud. grass. sand, water and so on. And the best part: Four players can go head-tohead online when Sony CEA releases Fury 2 in November.



Egg Mania: Eggstreme Madness

Following in the trail blazed by other pioneering egg-based gam like Eggomania (Atari, 1982), Eggs (arcade, 1983), Eggs of Steel (PSone, 1998) and EGG: Elemental Gimmick Gear [Dreamcast, 1999)—comes Kemco's September release Egg Mania. Sort of a "reverse Tetris," Egg Mania features little egg dudes who scramble around trying to build towers out of falling blocks while avoiding rotten foes and foul most water. We're cracking up with anticipation.

THE SIMS



How good are you at the game of life?

At some point, everyone's gotta pee. Solid Snake. Tony Hawk. Tidus. Lara Croft. Yet they never ever get around to doing it. With *The Sims*, there are no more hidden bathroom breaks—it's all right out in the open. If you didn't burn down the bathroom, that is. Yes, it's fantastically true EA Games is bringing The Sims to PS2 this fall, and we're giggly with anticipation. If you never had a chance to play The Sims on PC, you missed out. Basically, you take charge of a person (who can grow into a family if you play your cards right) and everything that person does. Peeing included.

When you fire up the game, it asks you to create a Sim using the gazillion options allowed to you. Forget the limitations you may have faced with create-a-player options in other games—The Sims features so many that an infinite feet exists as to how you want your Sim to look, whether that means wearing a mohawk, a top hat or a Cleopatra headdress. You've got eye color, makeup and accessories to consider. But as much work as this may sound, the delectably simple interface allows you to change the look of your character simply by dumping yourself in front of a mirror. It's nice when changing your bad haircut is that easy.

Once you've created a Sim, it's time to plop him or her into an environment. Once inside a home, you'll have to monitor eight categories in order to keep your Sim in a livable (happy) state: Hunger, Hygiene, Energy, Social, Comfort, Bladder, Fun and Room, Neglect these factors, and you've got a very unhappy Sim on your hands. And unhappy Sims burn houses down. Capisce?

What separates the PS2 version from the PC Sims? Lots. The coolest new feature is that the game includes a two-player mode. You can either compete (one mission has two players trying to get a girl into a hot tubl, or you can play simultaneously. If you have no friends, then try out the same classic single-player mode that never ends, or try to "win" by starting in a trailer home and trying to work your way up to a mansion. One with many bathrooms. For easy access.









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Violence Blood

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Red Dead Revolver

One of the most pleasant surprises of E3, Red Dead Revolver is Capcom's attempt to place gamers into a true spagnetti western. And while it's pretty much a given that Clint Eastwood will sit this one out, don't be surprised to see a similar tough-as-nails, gritty-voiced stranger of a protagonist out to save an Old West town from the desperados and banditos who terrorize it. The gunslinging, horse riding and hand-to-hand cowboy combat arrive late this year



Indiana Jones and the Emperor's Tomb

Since our first look last month at the new Indy game, LucasArts has revealed a few details-and we've even seen it in action. The Emperor's Tornb takes our whipped hero all over the Eastern hemisphere in search of a legendary Chinese artifact called the Heart of the Dragon. This fall, expect 10 levels rife with action ranging from rickshaw chases to puzzle solving to great-looking fight sequences.

THE THING



Who goes there?

If you haven't seen John Carpenter's The Thing, stop reading this now and go rent it. It really is one of the great modern horror flicks. Based on a novella by legendary sci-fi author John W. Campbell, Jr., it tells the story of an Antarctic research team that thaws out a hostile alien species capable of imitating humans with near-flawless accuracy. You'll especially want to see the flick, because Universal's video-game adaptation headed our way this fall actually serves as a sequel to the film

As special-operative Blake, your job is to investigate the research site and discover what happened to the scientists. Is the game survival horror? Well, yes-but not in the way you'd expect. Gone are the clunky controls and static cameras; The Thing feels more like action/adventure than slow survival horror. Of course, it does come packed with jump-out-of-your-seat moments, along with some puzzle solving and item management. But from what we've seen, all these elements drift far from the survival-horror norm, enhancing and streamlining the formula.

Most innovative is your reliance on your team, who genuinely looks to you for leadership (see sidebar). You'll need to keep your team alive, under control and sane-or you're not getting out alive













Trust No One

If one of your party gets too frightened, he can have a heart attack. And if he stops trusting you, he'll stop taking orders (above) and could even eventually turn on you.

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The Lord of the Rings: The Fellowship of the Ring

Not to be confused with EA's upcoming Lord of the Rings game, The Fellowship of the Ring comes by way of Universal this fall and aims to follow the events of the book. So, in addition to everything you saw in the movie, this includes encounters with the likes of Tom Bombadil and the Barrow-wights. Also, each of the three characters you play as-Frodo, Aragorn and Gandalf-features different gameplay styles.



Legends of Wrestling II

While we were reluctant fans of this game's original form, it see Legends II includes a \$15,000 body slam challenge with Big John Studd. How cool is that? Now the game features 65 wrestlers, and it seems the developers at Acclaim have added lots of the old-school madness that made Hulk Hogan a household name. Plus, DVD extras bring us interviews with the wrestlers. Very cool. Get ready to eat the turnbuckle with George "The Animal" Steele in November.

TENCHU III: WRATH OF HEAVEN

That "other" ninja game

Sega may be grabbing a lot of the spotlight lately with Shinobi, but don't think for a second that we aren't still incredibly excited for Activision's ninja game, due this winter. Having recently had the chance to see it in action, we're more pumped than ever, especially because of its scope and detail. The previous games prided themselves on massive environments, but this one takes things up a notch by allowing you to go virtually anywhere, meaning levels are hardly the same twice.

Tenchu III also features a lot more character depth than the previous games, with some RPG-ish elements coming into play. By performing certain tasks or figuring out new ways to take out foes, Rikimary can acquire new skills, allowing him to essentially level up. These skills then allow him to open up new areas in previous stages or to accomplish new tasks. Controls have also been tweaked for this game, making such tasks as climbing walls or seizing weapons a complete breeze











He Lives

Considering that the original Tenchu had us all believing that Rikimaru had perished at the end of the game, it's certainly a surprise to get to play as him in this sequel (the second game doesn't count, as it preceded the original). Several other famillar faces, such as family and friends, will make return appearances in this installment. with Ayame even showing up as a second playable character. A third, still unknown, playable character also becomes available at some point.

AN AERIAL ADVENTURE UNLIKE ANY OTHER Powerful game engine allows for expansive environments and an insane amount of onscreen action! Choose from three SkyGunners: Ciel, Copain and Femme. Take on a multitude of spectacular missions Take advantage of the intricate scoring system to unlock hidden secrets and modes! . . offers high-flying across, Herfights, malsive boss pariles, capitsb gindin to of special aircraft and guns and are commonly referred to as "Gu PlayStation.2 Mild Violence





Once NBA 2K2 was released, last year's basketball war was a white wash. Live couldn't compete. Last year. This October, though, Live might just soar back to the top of the basketball ladder, as longtime fans relish in the improvements. Instead of adding a crummy couple of extras, EA Sports has focused on gameplay. The fast break is run to perfection, and the inside game is tighter. But the real key is that Live 2003 doesn't feel like it's on PSone. Finally,





Haven: Call of the King

If you're a fan of platform games, go ahead and put this Midway release developed by Traveller's Tales [Crash Bandicoot: The Wrath of Cortex) on your radar for this fall. As a boy named Haven who sets out to find the "Golden Voice" (a mystical bell he's been dreaming about that possesses the power to free his enslaved people from Lord Vetch), prepare for a journey involving land, sea and air vehicles—even outer space. A mass of machinery and weapons also helps the cause.

HITMAN 2: SILENT ASSASSIN

The Metal Gear Solid of contract killing

When the developers at IO Interactive put together Hitman: Codename 47, they knew they were creating a console-friendly title that, for whatever reason, would never reach anyone but PC gamers. That all changes for the sequel, though, as Eidos introduces the series to PS2 this September.

Hitman 2: Silent Assassin continues where the last game left off. What's that? You never played it? Well, neither have we, but apparently the nameless protagonist got so fed up with the whole killing-people-for-money thing by the end of Codename 47 that he retreated to a church to repent his sins and live a peaceful life. But a few months of serenity get disturbed big time when one of your priest buddles is kidnapped, sending the bald antihero back into action. What starts out as a simple rescue mission turns into a fight for your own life-yes, this was all an elaborate plan to bait you—taking place in such worldwide locales as Sicily, St. Petersburg, Japan, Malaysia and India.

Gameplay might remind many of Metal Gear Solid, with stealth playing a key role in your success. There's a great deal more to this than simply evading those who would like nothing more than to bring down a legend in his field, however. Once you take down an enemy, for example—be he a soldier or even the likes of a cook-you can try on his clothes in an attempt to move more freely about the area. But don't forget about the body! Nothin' blows a man's cover better than a dead, naked guard sitting in the middle of an open area. You'll have to move him to a safer location so that he can be dead and naked someplace else.

If stealth isn't your bag, don't fret-you can succeed just as well going in guns-ablazin'. And with an arsenal of killer weaponry at your disposal, straight fighting might even be more fun!











Music for the Cultured

We can't say we're up on our classical music as much as we should be-and we're guessing you aren't either-but when an unnecessarily long-named orchestra of international acclaim takes on the task of creating an original score for a video game, we take notice. Hitman 2's soundtrack comes to us by way of the Budapest Symphony Orchestra of the Hungarian Radio and Television (left). Now, go buy all their CDs.

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Tom and Jerry in War of the Whiskers

Not content to stick with warm, fuzzy critters like Hello Kitty and Elmi NewKidCo taps the ultraviolent duo of Tom and Jerry for its first-ever T-rated game. Like the classic cartoons, though, this isn't just kid stuff: Whiskers is an all-out brawler with enough mayhem to appeal to all gamers. It's fast, it's gorgeous, it's fun-and it's in stores now, so get ready to finally even the score with that annoying rodent Jerry.





Due out this fall, Silent Scope 3 should faithfully re-create the arcade experience of Silent Scope EX-well, at least as best you can without an ultra-cool sniper-gun peripheral. Just as with the previous two, you'll have to make due with your trusty Dual Shock 2 as you zoom in to shoot terrorists and other evil folk (maybe even to look at the occasional busty, extra-life-giving babe) through 14 levels Konami promises to enhance replay value with multiple endings and hidden features

JAMES BOND 007 IN NIGHTFIRE

"No, Mr. Bond, I expect you to die!"

Formerly known as Phoenix Rising, the upcoming James Bond installment now dubbed NightFire comes from U.K. developer Eurocom, well known for its work on the Nintendo 64 version of The World is Not Enough (arguably one of the best Bond titles to date). And from what we've seen so far, this winter release has all the makings of another great Bond game; heavy action, gadgets, car chases and, of course, babes. Featuring a completely original story, NightFire takes the action to such high-up locales as the Austrian Alps and even higher up in a zero-gravity space station. The basic mission is to [surprise] stop the plans of an evil criminal mastermind named Rafael Drake, who (even bigger surprise) is bent on ruling the world. Along the way, you'll come across plenty of supporting characters, both new and old (favorites, such as Zoe Nightshade from Agent Under Fire, will return). And what would a Bond FPS be without a four-player split-screen mode?











Switching Perspectives

One of the unique aspects of NightFire is that the game shifts from the normal first-person-shooter perspective to a third-person perspective at certain key points. Not only can this benefit your control (the perspective aids in the navigation of certain tricky landscapes), but it also helps bring out the intensity of certain sequences. Thankfully, this feature never gets obtrusive.

RETURN TO CASTLE WOLFENSTEIN

Guten tag!
It's been hailed as one of the best PC games of 2001. It's a direct descendant of the original firstperson shooters from the early '90s. And it's coming to the PS2 at last. As Army Ranger B.J. Blazkowicz, delve into the darkest corners of WWII Nazi Germany in Return to Castle Wolfenstein. It seems that Heinrich Himmler has been conducting experiments in genetics-and the occult. He's building a vicious undead army to attempt to wipe out the Allies once and for all, and it's your job to stop him. And if you want to keep your mind on your job, you'll have to tear your eyes away from the pretty graphics; the game is based on the powerful Quake III engine that PS2 owners saw run so smoothly in Quake III Revolution. Our biggest question at this point is about multiplayer-it was generally accepted as the best part of the PC game, and Activision has yet to offer such details for the PS2 version. But we should find out long before the game's release this fall











Good Ol' Days

You no doubt know Wolfenstein is based on a 1992 PC game called Wolfenstein 3D (left). But did you also know that game was based on an Apple II game from 1981, Castle Wolfenstein (right)?





Kingdom Hearts

We don't get it, but we hear that a few of you still have some doubts about this Disney/Square RPG. So, all you too-cool-for-school fools, pop your OPM demo disc into your PS2 right this second, and just marvel at the majesty that's Kingdom Hearts. But if our video preview still isn't enough, then look forward to our October issue, when we'll have a playable demo, just in time for the game's release. And if you're still not convinced after that, then you've got a heart of coal.





Jet X20

When you think of Sony's Jet X2O, think Splashdown meets SSX Tricky. Instead of looping around a course, X20 plops you into a point-to-point race within sprawling environments that test the imagination. You can speed through the South Pacific or the well-imagined Atlantis. But if you really want to dominate, you'll need boost. Tricks are a big part of the game. The more you do, the more boost you'll get. Which means more speed. A simple formula, but a fun one. October is jet-ski season





Harry Potter

and the Chamber of Secrets Just in time for the next Harry Potter movie this November, EA Games releases its first-ever PS2 game based on the Boy Who Lived. Based on J.K. Rowling's second book, Chamber of Secrets aims to please the millions of Potter-heads out there. So prepare yourself for spell classes at Hogwarts, minigames like "de-gnoming" the garden of Mrs. Weasley, and plenty of other adolescent magical antics.



NASCAR Thunder 2003

This year's edition of NASCAR Thunder sports an all-new game engine and seven new tracks, including a '50s-era Daytona Beach course-and that's just the beginning. The game looks like it's going to put a NASCAR spin on the "Madden Cards" idea with "Thunder Plates," colectible items that unlock secret tracks, drivers and videos. Will it finally be the game that NASCAR fans have been dreaming of? It's too early to say, but we'll find out when EA Sports releases the game this fall.

LORD OF THE RINGS: THE TWO TOWERS

The one game to rule them all?
This fall, EA Games hits us with the first of what we're sure will turn into a slew of games based on The Lord of the Rings movies (not books-that's Universal) with The Two Towers. But this one doesn't just involve the second Rings film with which it shares its title; Towers also incorporates events of The Fellowship of the Ring into the mix. Primarily a hack-n'-slash action game reminiscent of Dynasty Warriors (only much, much better-looking-almost photorealistic at times-and with a deeper battle system), the game takes all of the big-scale battle sequences from both movies and throws you into them as Aragorn, Gimli or Legolas. We're told to expect at least 16 environments in which to both kick enemy butt and save your allies. So get ready to fend off Nazgul at Weathertop, battle the cave troll in the Mines of Moria, and slaughter every Uruk-Hai you see at Helm's Deep. And we can hardly wait to see what they do with confrontations with Saruman and the Balrog!





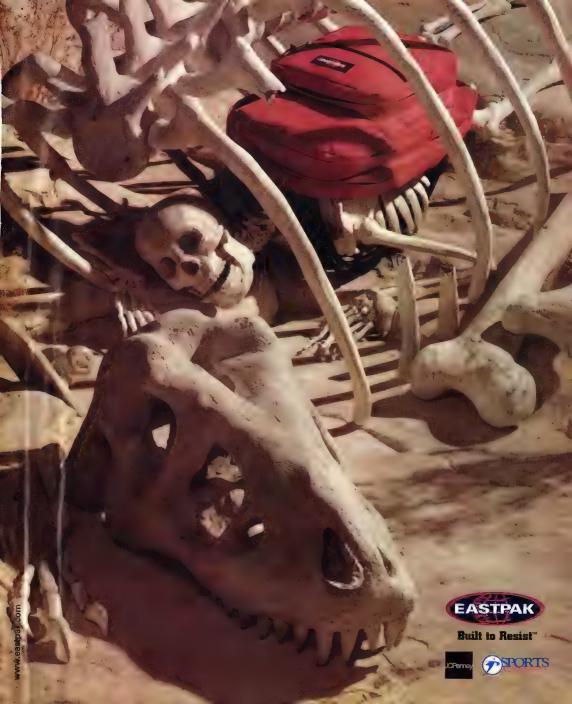














BG&E [WORKING TITLE]



Enter a brave new world from the creator of Rayman

Tucked away in a corner of Ubi Soft's E3 booth this past May, with just a few Frenchmen lingering about and a mere handful of attendees stopping for a quick glance, was a mysterious game titled BG&E. And yet, with a minimum of hype, BG&E (as in "beyond good and evil") gathered up some modest buzz, with several gaming journalists and other industry insiders quietly naming it as their personall pick of the show. Why the big interest? For one thing, it's Michel Ancel's new project, Right-you've never heard of him. Well, Ancel is the mastermind behind the wildly popular and critically acclaimed Rayman series: think of him as France's answer to Miyamoto or Sakaguchi, But it's not just the gangly Frenchman that got so many gamers giddy about BG&E; rather, it's the game itself, which was on display by appointment only behind a thick curtain in a closed-off room.

Like Rayman 2, BG&E is a deceptive title. At first glance, it looks like any other character-based action-platformer. But after just a few minutes, we found ourselves pulled into a richly realized world, packed with details, sparkling with vitality, overflowing with charm. Sure, the gameplay is nothing new: run, jump, hop, bop, kill things, collect items, solve puzzles, race, fly, snap pictures, earn cash, lather, rinse, repeat. But it's the whole package that sets this game apart. In BG&E, you really feel like you're part of a living, breathing world, which helps lend a deeper meaning to all the on-screen action. "We wanted to pack a whole universe onto a single CD-mountains, planets, towns," Ancel explains. "The idea was to make the player feel like an explorer, with a sense of absolute freedom.

BG&E is also a bit more mature than Rayman. This time, Ancel has opted for a human (and limbed) main character—a young investigative reporter named Jade, who along with her pig (literally) of a companion, set off to photograph some rare life-forms only to soon get embroiled in a world-spanning conspiracy led by a tyrannical, corrupt government.

BG&E is still far off from its 2003 release, but we're keeping a close eye on this one. So should you.











Moto-X

So far, the only screens released for Konami's upcoming motocross game are from the FMV sequence you see above. Still, it gives you a pretty good idea of what to expect this October. In a postapocalyptic near future, only the strong survive-and the strong drive souped-up dirt-bikes as they battle others scavenging for food and supplies. If a rider is lucky (you've got six to choose from and eight tracks on which to combat), he'll find powerful weapons to make survival a little easier.





Breath of Fire V [WORKING TITLE]

Sporting a new look (vep-it's cel-shaded) and a much more intriguing storyline, Breath of Fire Vlooks to redefine Capcom's flagship RPG series. An ecological disaster has forced people to live in a massive underground city, and as generations have passed, people have forgotten what surface life was like. One day, you, a ranger named Ryu, have an epiphany and make it your mission to reach the surface. Find out what lurks above when the game is released this winter.

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NCAA GameBreaker 2003

College football fans with PS2s likely see 989 Sports' GameBreaker series in one of two ways: 1) They've forgotten it even exists since there wasn't a game released last year, or 2) they were hoping that after GameBreaker 2001 we'd never see another one again. Whichever describes you, know that the 2003 edition is coming whether you want it or not. Know what, though? That year off seems to have done it some good. We actually kind of look forward to its August release.





NHL Hitz 20-03

Last year, Midway's Hitz was one of the great sports surprises Since the gameplay was silk, they left it alone and focused on making this year's fall version deeper. Now, a Franchise mode lets you battle to be the No. 1 team in the world, and all-new minigames can be played with one or two competitors. Meanwhile, the Create-A-Player mode might just yield the ultimate skated warrior, and our favorite addition, the Tournament mode, places you against 16 human players in a tourney.

GUNGRAVE

Kick some ass



Gungrave has one purpose and one purpose alone: It's all about being badass. This Sega game thrusts you in the role of a character named "Beyond the Grave," tosses you into areas filled with tons of bad guys, and requires you to, as it phrases, "Kick Their Ass." Which you most definitely oo.

But you kick ass in style, which is why the game works so well. You don't just simply shoot at enemies. No, in Gungrave a typical shoot-out has you posing in badass stances, jumping around, twisting and turning-all for the sake of style. It makes you feet good to kick ass. Especially with the weapons available: twin guns as your normal attack and a massive coffin gun that Grave carries on his back to, you know, provide super blasts that lay waste to everything on the screen. The way Grave carries himself is too cool. He's the type of guy who won't open a door—he'll kick it down.

Everything else about Gungrave is equally stylish. The graphics, though not exactly cel-shaded, feature a distinctly dark anime look to them. And the anime movie sequences look excellent, with seemingly high production values (they are, after ail, from people who worked on Japanese anime movies like Trigun) Needless to say, they kick ass-and you can, too, this September











More Bang for Your Buck

Talk about a cool promotion. The first 3,000 lucky gamers who preordered Gungrave in Japan were given a special-edition version of the game called Red Special Pack that came with a 1/6 scale model of the Cerberus Right Hand Gun. Though the gun doesn't actually fire, it's quite stylish. Unfortunately, there's little chance Sega would ever have a similar promotion here. But maybe one'll pop up on eBay....

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Final Fantasy X

PlayStation

PS2 Demo Disc playables: Okage Shadow King, SSX Tricky, Final Fantasy X, TimeSplitters 2, Dynasty Warriors 3, Crash Bandicoot: The Weath of Cortex

Video previews: Batman: Vengea Solashdown, Tony Hawk's Pro Skater 3



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Tomb Raider: TNG

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TOMB RAIDER

PS one Demo Disc playables: Sheep Raider, Monsters, Inc., Twisted

Metal: Small Brawl, Scooby-Doo and

Video previews: Batman: Vengeand Tony Hawk's Pro Skater 3, Jak and

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PS2 Online

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PS2 Demo Disc playables: Mister Mosquito, Aggressive Inline, Knockout Kings 2002, Tiger Woods PGA Tour 2002, Fireh Star Wars Jedi Starfighter Video previews: Mark of Kri, Woody elor Gravity G



Vietus Fighter 4

PS2 Demo Disc playables: Maximo, Soul Reaver2, PaRappa the Rapper 2, Frequency, Gitar Man, Airblade Video previews: Virtua Fighter 4 Grand Theft Auto III, Smuggler's Run 2, Herdy Gerdy

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Spider-Man

PS2 Demo Disc playables: Hot Shots Golf 3. Rev. Jak and Dayter Baldur's Gate, SSX Tricky



\$10

PS2 Demo Disc playables: Medal of Honor: Frontline, Fatal Frame, Herdy Gerdy, Mad Maestro! Hertly Gerdy, Mail Maestrol, Pirates: The Legend of Black Kat Video previews: Delta Force Urban Warfare, Scooby-Doo, Stuntmaner Stone, NBA ShootOut 2002

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8, Forsalosn, N20, TOCA, Dead or Alive

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Issue 13 - October 1998

Spyro the Dragon
Demo Disc playables: Metal Gear Solid, Legacy
of Kain: Soul Reaver, Test Drive 5, Devil Dice,
Brunswick Bowling, Hinja, NFL Xtreme, Cool det 1

Demo Otso playables: Medičvil, WarGames Defcon I, Dragon Seeds, G-Darfus, Future Cop LA.P.D., Colony Wars Vengeance mon-playables: Crash Bandicoot: WARPED, Tenchu, Tal-Fu, Rugrats, Abet Exoddes, Brave Fencer Musashi, You Don't Know Jack

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the Hearties, No One Can Stop Mr. Domino,

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WCW/nWo Thunder, Rollcage, Warzone 2108. Paneste: Search for Roots

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Issue 20 - May 1999 \$10 Legend of Legala Strategy Domo Disc playables: Ehrgeiz, Gex 3: Deep Cover Geclm, Legend of Legala, Contender

Issue 21 - June 1999 \$10 Gex 3 Strategy
Demo Disc playables: Oddworld; Abe's Exoddus,
NF1. Biltz, Bust-a-Move 4, R4. Ridge Racer Type 4,

imo's Letter Adventure Issue 22 - July 1999 \$10 Street Fighter Alpha 3 Strategy Demo Disc playables: Ape Escape, MLB 2000, The Next Tetris, Tony Hawk's Pro Skater, Croc 2, Soul

1881re 23 - Alligues 1797 Ape Escape Strategy Demo Disc playables: Final Fantasy VIII, 3 Xtreme, Tiny Tank, Jade Cocoon, Macross VF-X 2, You Bon't Know Jack, Centipede, Ultimate 8-Ball

Issue 24 - September 1999 \$10 Jade Cocoon Strategy Demo Disc playables: Um Jammer Lameny, Sied Storm, Chocobo Racing, Pong, Monaco Grand Prix

Issue 25 - October 1999 Final Fantasy VIII Strategy Demo Disc playables: Metal Gear Solid, WilpoOut 3, Omega Boost, NFL Xtresse 2, Jet Moto 3, Toy

Issue 26 - November 1999 Crash Team Racing Strategy
Demo Disc playables: Crantia, Legacy of Kain:
Soul Reaver, Killer Loop, 40 Winits, NFL Biltz,
Crash Bandicoot: WARPED, Cool Boarders 3

Story 2, Pac-Man World

Issue 27 - December 1999 Dino Crisis Strategy

Demo Disc playables: GT 2, Madden NFI, 2000,
NFI, GameDay 2000, NCAA Game Breaker 2000, Essue 28 - January 2000 Resident Evil 3: Hemesis Strategy Demo Disc playable Dino Crisis, NHL FaceOff 2000, NRA Baskethall

14 15 16

2000, Tarzan, Army Men: Air Attack, WCW Issue 29 - February 2000 \$70

Medal of Honor Stratem Demo Disc playables: Tomba! 2, Tomb Raider The Last Revelation, SuperCross Circuit, MTV Sports

Issue 30 - March 2000 Demo Disc playables: Syphon Fifter 2, Crash Team

Racing, NCAA Final Four 2000, Spyro 2, Silent Issue 31 - April 2000 \$10 Saga Frontier 2 Strategy

Demo Disc playables: Colony Wars: Red Sun Spider-Man, Eagle One: Harrier Attack, Hot Shots Golf 2, Rollcage Stage II, Gekido

Issue 32 - May 2000 Syphon Filter 2 Strategy
Demo Disc playables: MediEvil II, NCAA March Madness 2000, NASCAR Rumble, Speed Punks, Ruorats Studio Tou

Issue 33 - June 2000 Fear Effect Strategy
Demo Disc playables: X-Men Mutant Academy. Threads of Fate, WWF SmackDown!, Gauntiel

Legends, Grind Session

Issue 34 - July 2000 \$10 Tony Hawk's Pro Skater

Demo Disc playables: Tony Hawk's Pro Skater 2,
Legend of Dragoon, MLB 2001, Mr. Briller, Star

Issue 35 - August 2000 Who Wante to Ro a Millionairo Demo Disc playables

Star Wars Episode 1. Jedi Power Battles, Tenchu 2, WDW: Magical Racing Tour, Destruction Derby Raw, Play with the Teletubies

\$70

Issue 36 - September 2000 Soul Reaver 2

no Disc playables: Grind Session, Rayman 2: The Great Escape, Ms. Pac-Man Maze Madn Dave Mirra Freestyle BMX, Tyco R/C Racing

Issue 37 - October 2000

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Demo Disc playables: Bust-A-Groove 2, RC Revenge, Team Buddies, Sydney 2000, Muppet Monster Adventure, Sno-Cross Championship Racint

Issue 38 - November 2000

PS2 Revealed Demo Disc playables: Crash Bash, Incredible Crisis Jarrett & LaRonte Stock Car Racing So Year of the Dragon, UFC, plus Metal Gear Solid 2 unidoni

Issue 39 - December 2000

Crash Bash Demo Disc playables: Madden NFL 2001, Star Wars Demolition, MTV Sports Pure Ride, Mat Hoffman's Pro BMX. Disney's The Emperor's New

Issue 40 - January 2001

Gran Turismo 3 Demo Disc playables: Driver 2, Spider-Man, The Grinch, 102 Dalmations, Army Men Air Attack 2

Issue 41 - February 2001 Z.O.E.

Demo Disc playables: Spyro: Year of the Dragon, Star Wars Demolition, Crash Bash, Cool Boarders 2001, You Don't Know Jack, Mort the

Issue 42 - March 2001 \$10 EA Sports Big Domo Disc playables CTR: Crash Team Racing, Hot Shots Golf 2, Grind

Session, Bisney's Tarzar Issue 43 - April 2001 \$10 Twicted Motal: Rlack no Disc playables: Championship Surfer, Power

Spike Volleyball, Tigger's Honey Hunt Issue 44 - May 2001 2, Legend of Dragoon, Emperor's New Groove, Metal

50 Gear Solid, Legacy of Kain, Ape Escape, Telden 3

26 25

Issue 45 - June 2001 \$10 Dark Cinni

Demo Disc playables: Grind Session, Hot Shots Golf, Dino Crisis, Klonoa

Issue 46 - July 2001

Tomb Raide Demo Disc playables: Tomb Raider II, III & Last Revelation, Alone in the Dark, Gran Turismo 2, Dave Mirra: Maximum Remix, Aladdin in Nasira's

Issue 47 - August 2001

Final Fantasy

Demo Disc playables: Final Fantasy VIII Video previews: Final Fantasy VIII, FFIX, FF Yactics, Klonoa 2, Star Wars: Super Bombad Racing and the Final Fautasy movie trailer

Issue 48 - September 2001 \$10

Bemo Disc playables: Mat Hoffman's Pro BMX Video previews: Disney's Atlantis: The Lost Empire, Okage: Shadow King, Escape from Monkey Island, Drakan II, Legion: The Legend of

Issue 49 - October 2001 Silent Hill 2 Demo Disc playables: Cool Boarders 2001, Ico.

Klonoa 2: Lunatea's Veil, Gauntlet: Dark Legacy Star Wars: Super Bombad Racing, Portal Ru Legacy of Kain: Soul Reaver, Spy Hunter

Issue 50 - November 2001 Grand Theft Auto III

Demo Disc playables: Spider-Man 2, X-Men: Mutant Academy 2, Barbie Explorer, Crash Bandicoot: WARPED, Spyro: Year of the Drag Twisted Metal 2, Syphon Fifter 2, Teldon 3 Video previews: Dragon Warrior VII, Syphon Filter 3

Issue 51 - December 2001 Metal Gear Solid 2

Demo Disc playables: NBA Street, Kinetica, Extermination, Gallop Racer 2003 Video pre-Molt: Frontline views: Jak and Gaxter: Ti Demo Disc playables: Cool Boarders 2001, MediEvil GameDay 2002, Kinetica views: Jak and Caxter: The Precursor Legacy, Ico





Yeah, we know-it's another fishing title...so what? Well, here's a tle something Dreamcast fans have long known: Sega makes fantas tic fishing games that are favorites even among amateur anglers. Plus, Sega promises us that the "fish are even smarter this time around." Meaning what? How smart can a fish get, anyway? They're dull creatures that, as far as we know, don't even mind being eaten, they're so dumb. So, uh, get ready for smarter fish this September





Sega Tennis

Tennis fans with a PS2 have been getting the shaft. WTA was one of the worst games on the system, and Smash Court was tennis for Tekken fans. Finally, Sega Sports rocks the boat with its brilliant brand of the sport that so many of us secretly love. Especially in video game versions. If you had a chance to play Virtua Tennis or Tennis 2K2 on Dreamcast, you know why we're so eager for this fall release. The minigames alone are enough to keep even non-tennis fans playing.

DX2: INVISIBLE WAR

Because "DX" is the cool way to say "Deus Ex'

Don't let the title to this one fool you. DX2: Invisible War is the sequel to Deus Ex: The Conspiral it's just not called Deus Ex anymore. Set 20 years after the events of the original game, DX2 presents a late 21st-century world trying to re-establish civil law after the chaos of the past decades. As new protagonist Alex D., who is a genetic clone of J.C. Denton from the original Deus Ex, you set off on a guest to identify both the forces behind the power struggles and, on a personal level, yourself.

Of course, everything that made Deus Ex such an innovative sensation returns for the sequel (due this November from Eidos). More than the first-person shooter it might at first fool you into being, DX2 also incorporates RPG elements and multiple ways to play the game. If you're a fan of stealth, you can sneak your way about. If you trust your aim, you can attempt to blast your way through. Prefer to combine the two? That's an option as well. You can even go through the entire game without killing anyone! Better yet, your actions directly affect the story, as well as people's attitudes toward you, as indicated by what they say. On a related note, your responses to non-player character speech also affects the plot. It's that deep!















METAL GEAR SOLID 2: SUBSTANCE

Sons of Liberty: Director's Cut?

"Metal Gear Solid 2- Sons of Liberty was not perfect," admits director Hideo Kojima. "It wasn't complete." As we reported last month, Konami is working on an update to the original MGS2 for spring that includes the core game, plus a whole bunch more. "Since Sons of Liberty was story-oriented, there were things such as the C4 bomb that you never realty got to use in the game," Kojima explains. "There were so many things that you could do, but weren't allowed to do. That's why we've come up with Substance. We re going to fill in what was missing in Sons of Liberty."

So what kinds of things is Kojima talking about for Substance? Well, first we can expect a whole bunch of new VR games for you to hone your skills. Then there are the Alternative Missions, which offer new stories using the existing MGS2 environments (play the entire game with Snake in a tux!). And finally, there are Snake Tales, five new short-to-medium-length stories starring Snake Sweet!











Solid Snake's Pro Skater

One of the best parts of Substance is that it often doesn't take itself seriously. Take, for example, this minigame in which you can skate board with Snake. It uses the same engine as Konam's Evolution Skateboarding (in which Snake even makes a cameo appearance—talk about great cross-promotion). Or, how about a scene in which Snake has to doge Godzilla-size guards in a VR mission? Funny stuff.



SpongeBob SquarePants: Revenge of the Flying Dutchman

This holiday season, while you're enjoying all the big hits on the PS2, ThG will be doing its best to make sure your little brother or baby sister has something to play too. Enter SpongeBob, the animated underwater invertebrate adored by kids and adults alike. But don't expect Revenge of the Dutchman to cross over just like the TV show does. This one is simed" squarely "at the tykes. So there!





WWE SmackDown! Shut Your Mouth

If you loved THQ's Know Your Role, you'll salivate over Shut Your Mouth this winter. In technical terms, each wrestler has gone from 2,500 polys to 5,000. In Jayman's terms, that means the talent went from looking like crap to looking real. When you see the new SmackDown! in person, you'll freak over how great it looks. Hogan, Booker T, The Rock. These dudes look so real. Oh, and so does Star V keibler. Rown.







As far as we can figure, there's not much change between last year Blitz and this year's version due this fall. The notable changes are the addition of Create-A-Player and the Houston Texans, along with the changing of the cover athlete to sack-master Michael Strahan. We expect new plays, similar graphics and a decent Patriots team QB'd by Tom Brady. But really, isn't this franchise ready for a new attitude? We love Blitz's style, but we need something more, Midway.



The Powerpuff Girls

Sure, it's well known that Bam! has yet to release a decent Powerpuff Girls game on any platform-but maybe the young superheroines' fall PS2 debut can change that. We've seen it in its very early stages, and the girls really do look nice flying through Townsville, as this is the type of game cel-shading was made for. In your attempt to thwart the evil plans of Mojo Jojo, you can switch between all three of the lovely young ladies so as to best take advantage of their individual powers.

LEGAIA 2: DUEL SAGA

No longer a "Legend," Legaia 2 hits the PS2

Hot on the heels of fanboy favorites like Mister Mosquito and Mad Maestro, Eidos continues its string of hardcore hits (via its Fresh Games label) with the release of Legaia 2: Duel Saga this September. Like the original Legend of Legara, this sequel features the unique Tactical Arts system, which lets you create attacks and set up custom combos by stringing together a series of specific moves. The magic system, though, has been somewhat revamped and amplified, giving you more choices and a wider range of summoning spells. As for the story, we've yet to see what kind of job Eidos has done translating this game, but we're hoping Legala 2 has just as much laugh-out-loud humor as its predecessor.

Still, we can't help but wonder if Legaia 2 has enough spunk to stand out among the crowd of RPGs coming toward the end of this year. Sure, fans of the original already have this on their shopping lists, but others might be turned off by the plain graphics and very traditional gameplay. Either way, we're glad to see more companies focusing on the "smaller" RPGs out there, making sure that ravenous role-playing fans have more than enough fare to slake their thirst for endless turn-based battles and deep, engaging quests.















RED FACTION 2

Some toys are made for breaking

Though the story-and the sheer length of the game-was nothing to sneeze at in the original Red Faction, the real standout in the game was the Geo-Mod technology. This engine allowed players to dynamically destroy just about everything in the game and even tunnel into solid rock. But other than in a few key points, the Geo-Mod technology was basically a gimmick.

For Red Faction 2, Volition brings this, ahem, groundbreaking technology into the fore. Not only will more missions require the player to creatively alter the environment, enemies and other non-player characters will do the same. Walk confidently into what appears to be a safe room and you may suddenly find enemy soldiers dropping in through new holes in the ceiling or streaming in through holes in the walls.

The game is being overhauled in nearly every other area, as well. Sharper, quicker, smoother graphics join flashier, more plentiful weapons, while the smarter enemies should supply ample challenge to you and your A.I. teammates.

In addition, RF2 includes a meatier multiplayer mode, with up to four players competing on a split screen. No, no word about online yet...but hey, you never can tell, right?

On top of that, you can expect a story every bit as robust as the original when THQ releases the game this winter.











One For Mr. Woo

Last month we mentioned that you'll now be able to double-fist smaller weapons like pistols and uzis (above). But it gets even better: When we played the game at E3, we discovered that each weapon is actually controlled separately! This means you can sit there and blast away with one gun while you reload the other, which can prove crucial in a heated firefight. Not to mention the fact that the independent controls feel much more real and, well, pretty satisfying, to be honest.

APE ESCAPE 2

More Dual Shock fun

As with the original Ape Escape, the goal in part 2 is simply to collect monkeys! This time around, though, you get a babyprimate companion on your shoulders that offers tips and humorous comments as you play. The gameplay remains very similar to the original, with the left analog used for movement and the right for controlling your tools for catching the monkeys. In fact, not much seems to have really changed since the original game, though a bunch of new tools can be found this time around. The major upgrade seems to have come in the form of a complete graphical overhaul, demonstrated in these screens.

Even though Ape Escape 2 is currently out in Japan, SCEA has yet to announce a U.S. release. Let's hope they do soon, though, as this seems to be shaping up as a solid sequel.









4:20 a.m. Paris, France. A shadowy figure stalks the rooftops of the city of love, moving with practiced stealth high above shuttered cates and silent apartments. The claustrophobic streets of Paris make a dense gray backdrop in the early-morning half-light. It's a different world up here, a broken world of smoking chimneys and TV antennas—quiet, secluded, private.

For a moment our hero is sithouetted by the moon as he leaps clear across an alley. His shadow is characterized by a nasty-tooking, hooked staff gripped in his right hand. With his fierce profile and glaring eyes, for a moment he looks almost menacing. Then he moves into the light. And he's a raccoon. In kneelength britches and a jaunty blue hat. And he's smiling.

By Joe Rybicki

AND THE THIEVIUS RACCOONUS









THE STORY SO FAR

So just what the heck is a Thievius Raccoonus? No, it's not some disease; it's a book. About thieves. Raccoon thieves. You know, why don't we just let Sucker Punch explain it themselves?

"Sly is a raccoon thief," they tell us.
"He comes from a long line of raccoon
thieves. They're the greatest thieves ever.
In fact, they're so great that they don't
bother stealing from regular people,
because it's too easy and boring. Instead,
they only steal from other criminals. The
reason they're so great is that they've
kept all their thieving secrets in a book,
the Thievius Raccoonus. Everything they
learned about sneaking and stealing was
documented in the book.

"On Sly's 8th birthday, he was going to inherit the *Thievius Raccoonus*. On that very night, five super villains broke into his house and defeated his father. They took the *Thievius Raccoonus* and ripped it apart, taking the five pieces to the ends of the earth for their own nefarious ends.

"Broke and alone, Sly grew up in the town orphanage, where he met Bentley and Murray. Now, 10 years later, Sly—with the help of his pals—is going to sneak into the lairs of the five super villains and recover his birthright."

ly Cooper is an unusual character, Part Solid Snake, part 0.6. Readmore [before your time? Check out the sidebar below), he's a master thief who sports a cravat and jazz hands. He's a little bit Gotham čity, a little bit Broadway, and a whole lot of Pink Panther, He's got the skills of James Bond and the fashion sense of Austin Powers. It's an odd dichotomy, but it works.

And the reason it works might be that the game that stars this master raccoon thiel is equally two-sided—and that's a compliment. Siy Cooper and the Thievius Racconus has the accessibility and variety of a Mario or a Crash, but sports enough depth to keep platformer veterans interested. Brian Fleming, co-founder of developer Sucker Punch and producer of Siy, says this has been the intention all along. "We've always fett we could build a game that kids would enjoy that would be cool enough and deep enough for hardcore gamers and adults, he says. And from what we've seen sor, Sucker Punch is well on their way to achieving this rare goal.

PRETTY LARCENY

The first thing that's likely to draw in platform newcomers is the beautiful art style. Never before has a video game looked so much like a hand-painted animated film. And

we're not talking Warner Bros., here—it's more of a Disney caliber, especially with regard to the environments. But though it may look like a cartoon, don't make the mistake of calling Sly cel-shaded. I think a lot of people are going to call the game cel-shaded, says Fleming, and probably the black outline around Sly is what they mean by that. But the games I d consider cel-shaded are Jet Grind Radio or Cel Damage, with their hard shadow times on the characters or vehicles. Our game textures and renderer were designed to give a look like the background paintings of an animated filtim—so I describe our

organic brings to mind Jak and Daxter, but Sty is significantly more fanctiful. Paris, for example, features a squal stignity askew Eiffel Tower set against the backdrop of an impossibly huge moon. And yet, with its fire escapes and ventilation systems, the city tests realistic in spite of the whimsical representation.

Much of the game is set in environments which are based on real-world locations, which makes for a nice departure from the platform formula. There's a lot of work put into grounding the game in a stylized version of the reality that people are familiar with, says game.

"We've always felt we could build a game that kids would enjoy that would be cool enough and deep enough for hardcore gamers and adults."

look as more animated or illustrated, as opposed to celshaded. We prefer to call it toon-shading. "And when you think of toon here, think of the rounded, three-dimensional characters in Rooer Rabbit and its like.

The result of this animation-inspired style is an environment that's suffused with detail without appearing too busy or overly dense. The blend of the stylistic with the designer Rob McDaniel. That's why a location like Partswas chosen. It helps players to identify with the world the characters live in. It's less foreign than creating everything from scratch. The real-world locations in the game are more the idea of a particular place, the icobic. There is more of an immediate understanding where the player is so we can focus on all the cool thiely things you are able to do there.

The character animation is equally exceptional in the fulfilling and yet still exaggerated in a uniquely cartony way. One of the first things you'll notice is Sly's flowing tail. It twitches and waves as though it has a mini of its own. And in a manner of speaking, it does. Apparently, Sucker Punch made a series of attempts to





A record of Benderic TOS (c.) A record of School of Sc







MOVES & MODES



THE SKILLS



THE POWER-UPS



THE MINIGAMES









DODGING A BULLET





IMPRESSIVE PEDIGREE



animate the tail by hand, but had a hard time arriving at results they were happy with. So they tried a different tack: "We ended up writing code to give Sly's tail physics of its own so that we didn't have to animate the whole thing," says creative direcfor Dev Madan. "So what we actually animate is just the one joint of the tail that attaches to his body. We witch that around, and the

rest of the tail follows in a very natural way.



Levels based on real-world locations help players connect





MOVES TO MATCH THE LOOKS

But of course, looks only go so far toward making a great game. And even the best-looking game is doomed to failure if its gameplay is seriously flawed. So Sucker Punch has focused on delivering a classic pick-up-and-play experience every bit as diligently as they've worked on the unique look. The game starts with a very simple control scheme: move, jump, attack, action. That covers the basics of getting around, until the game begins to teach

Many of these abilities center around Sly's "thief tool. This hooked staff is used primarily for attacks, but also can be used as an extension of Sly's arm, reaching out to grab ropes, pipes or ladders for climbing. The most advanced (and easily the most entertaining) use of the tool is as a grapple of sorts: Sty can jump into the air, grab onto a ring or hook, and use that to launch himself greater distances. Some of our favorite sections from the levels we've played so far employ this device; one features a string of three our four rings that Sly must swing and hook to in quick succession; others feature hooks that move with Sly attached to them

In addition to these "innate" moves, the game also awards diligent players with extra power-ups that provide additional attacks, clues and other new gameplay mechanics. (Check out the sidebars on page 103 for more info on these.) These optional goals provide depth beyond the standard platformer fare, and deliver their challenges include some sort of spotlight or laser-tripwire element which Sty must dodge to avoid detection. If he does trip the alarm, both spotlights and lasers become deadly Don't worry too much about that, though. White not need ly as generous as Jak and Daxter, Sly Cooper is similar in that it has a fairly forgiving life system, and a save system

edges. He also has the ability to sneak up behind enemies and knock them out before they know what hit 'em. And

"Early in the design we looked at a lot of stealthy games and decided that we were not so interested in their pacing. For a lot of games, stealth equals slow."

in a unique and sensible way. Most of the 40-plus levels are littered with "clues" stashed in green bottles. Collect all the clues and Sly's cohort Bentley-a brainiac turtle who sounds like a cross between Milhouse Van Houten Professor Frink and Will Farell doing Harry Caraydelivers a code which unlocks a safe hidden somewhere on the level. Find the safe, enter the code, and you get

But don't expect it to be easy. As the levels progress, finding both the clues and the vault gets more and more challenging; collecting the bottles in some levels will tax the abilities of even the most coordinated platformer guru

LIVE BY STEALTH...

But what's probably the most innovative feature of Siv Cooper-innovative for a platform game, at least-is the use of stealth. Now, we're not talking Metal Gear Solid

But Sucker Punch wasn't trying to make an entirely stealth-based game. "Early in the design we looked at a lot of stealthy games," says McDaniel, "and decided that we were not so interested in their pacing. For a lot of games, stealth equals slow. But we wanted thiefy [See was thiefy and fast. The result, based on what we've seen se ur diluxes entre a purform game ur se form game in which the me character e actually a certain of the collection of t goal, the game offers some explanation for his skills and some motivation for his exploits, which more depth than the standard platformer



EVERY SAGA HAS A BEGINNING

Wondering who these Sucker Punch upstarts are? Thinking they just came out of nowhere? Well, not quite. They did release one other game—Rocket: Robot on Wheels for the Nintendo 64, a 3D platformer set in an amusement park. Published by Ubl 56rt, it received fairly soil dreviews but was largely overlooked in the holiday shopping season of 1999, when it was forced to vie with Donkey Kong 64 for platform fans attention. (An interesting side-note: Rocket's main villain was a criminal raccoon!)

And if you're wondering where they got that silly name, wonder no more. "Long ago," says Brian Fleming, "one of the founders here had tried to get his project at Microsoft codenamed 'Sucker Punch.' It was rejected by some corporate

types as not 'professional' enough. When he told us that story, it cemented the idea to name our company Sucker Punch. What's the point of being in the video games business if you can't have a fun company name?"









TO CATCH A THIEF

Bit what about 500 filmed?

Fancy or not, no one can dispute the draw of simple controts combined with satisfying depth, of visual excellence, combined with variety of play, of classic gameplay in a unique style. Coming into a world that has seen technological marviets like Jak and Daxter and sales juggernauts like Crash Bandicoot, Sly Cooper may lind itself with something to prove. But if what we we seen is any guide, it won t

Take long for 59 to steat the hearts of newcomers and platform pros alike, is it the Next Big Thing? To be honest, Sucker Punchdoesn't seem to care much. Character action games seem to have been undergoing an evolution, says McDaniel, Tather than in the state of th







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THE FINAL SCORE

We rate games on a five-point scale. So, .5 is terrible, 2.5 is mediocre and 5 is superb. Get it?

Meet the critics



JOHN DAVISON John got so frustrated playing Stuntman that he hurt his foot during a somewhat explosive temper tantrum. We don't hear him shout often.







CHRIS BAKER TODD ZUNIGA Just after E3, Chris' World Cup footie and a persistent E3 viewing of the Universal Studios show hangover haven't "Spider-Man Rocks!" kept Todd from made him realize spending every free anything with "Rocks" moment with NFL in the title...doesn't. 2K3 and Madden.



JOE RYBICKI

Joe's illusions were

shattered after run-

ning into the Penny

and discovering they

Arcade guys at E3

look nothing like

their characters

SAM KENNEDY Sam's been trying to figure out how to explain those E3 babe pictures to his girlfriend. His solution? John forced him to take them.







UNTMAN

One of the hardest games ever devised

Publisher Infogrames/Atari Developer Reflections Web Site www.atari.com

y funt really fricking mores ight now Why? Because this yame prompted me to behave in a way that I haven't since agitated. Sure, there are often yell, but few have ever made me really want to punch the crap out of something. Stuntman did. though.

Irrespective of anything else, it has to be said that the premise of Stuntman is a damn fine one. In these days of annually updated sequels and "me-too" drivel, espe example of a very good idea. If you're not familiar with it, here's a very quick recap: You're a stuntIt's all presented with considerable

career —especially the complete cool stuff in the other modes

ou're working on a Guy Richie style flick set in London that requires some deft driving

tart to emerge. Just as movies ambitious with the stunts they staggeringly difficult tasks for you You'd expect a learning curve in game, and it's admirable that the

"The problem is that the game itself is so utterly unforgiving."

geous, and despite suffering from some occasional glitches, really push what the PS2 can do

the problem is that the game itself s so utterly unforgiving

When you first attempt a sequence of stunts, you really don't have much of an idea of: what's in store. The cameras start









will because the direction can be

ming pool and around another hurtle through a gas station as it explodes. Accelerate through a car, then along a road as two industrial smokestacks are cot lapsing. Time it so that they don't

"It's as much a game of memory as it is of driving skill..."

you'll find yourself staring at that damn loading screen for what seems like a lot longer than you're actually playing the game itself.

of these convoluted sequences i the result is that you're also very much against the clock.

one that is clearly influenced by the Burt Reynolds flick Hooper

and leap a broken bridge with the

aid of a well-timed nitro boost.
Mess up any small part of this. and you're pretty much doomed very beginning. It's as much a game of memory as it is of drimad, I just wanted to break

oark. If you're prone to veins popping in your forehead when you get mad, you'd probably best stay away from this game

em is that the game just asks result stops being fun. True, there experience to get there. Hard is Final Score John Davison







Aggressive Inline

Publisher Acclaim Developer 7-Axis Web Site www.acclaim.com Who cares about inline skating? Me, now that I've played Aggressive Inline, Look, I know lots of skateboarding snobs will laugh this off without playing it. But those closed-minded dones are the same set that think bashing the family jewels over a stairway rail is a source of pride. For the rest of the X-gamers (even the worshippers of the Tony Hawk series-a cult I'm a member of), don't use the out-of-fashion excuse to look past this game. Inline skating might just make a monster comeback because of it.

There's much to like here, First, the levels are massively, monstrously gargantuan. But they're controlled, showing off that Z-Axis learned from their mistakes on Mirra 2 Within each level is a lengthy list of to-dos, which you can keep track of by pressing Select. So you're never far away from what to do next. And if you exhaust your mission list, you can chat with pedestrians for new challenges.

The biggest innovation however, isn't blabbing with bystanders or easily accessing goals. Those are middling improvements. It's how you grow your skills. Instead of finding icons spread around the various levels to improve your grinding, spinning, speed and jumping, Inline uses a "practice makes perfect" model. You'll score a small number of points for every successful grind. When those points add up to 10,000, you jump a level. Once you get used to it, you have to wonder why the other Xgames didn't think of this sooner It



seems obvious and gives you a reason to explore without the burden of having to accomplish challenges. Brilliant.

Better vet, growing your attributes won't get tedious because there are countless tricks, a great grinding system and spot-on animations. Plus, you're not set up with special tricks off the bat. You have to find them hidden within

There are glitches, but they're minimal. Though you'll sometimes be standing on air. Which is weird. Still, when you add it all up, not

many games give you this much depth for \$50. This one does. And curse me if you want, but Inline might just be better than Hawk 3. Final Score • • • • • Todd Zuniga

Players: 1-2 Memory Card: 485 KB

Endgame

Publisher Empire Interactive **Developer** Cunning Developments Web Site empireinteractive.com I really love a good shooter, and I was really looking forward to this one. I mean, it's a blatant ripoff of the Time Crisis games-all of which have been pretty cool-so, what's not to love about that? Well, a lot, apparently.

Endgame mirrors the Time Crisis gameplay formula pretty well, so it at least plays halfway decently, but what it lacks is the excitement of the Namco titles. You're constantly shooting the same enemies over and over in rather dull environments, only to come upon completely lackluster bosses. And it's all strung together with a lame story presented with even lamer CG movie sequences.

You're also only given one life to complete the game, meaning that if you don't quite make it to the end, you're starting all the way back at the beginning. Come on....

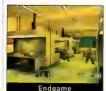
It's not all bad, though-there are a few moments where the game does shine. And there are a good amount of extras (such as a futuristic minigame where you shoot aliens). You can even play with two Guncons if you've got 'em, or use the Dual Shock if you're Guncon-less (which kind of defeats the purpose of the game).

There's definitely enough here to make it worthy of a rental, but nothing more. Just play through Time Crisis 2 again if you're really craving some shooter action. Final Score

Sam Kennedy















Fireblade

Publisher Midway Developer Kuju Entertainment Web Site www.midway.com It's clear that the old TV shows Airwolf and Blue Thunder were something of an influence here Those of you who remember these shows will no doubt chuckle when the Fireblade chopper kicks into "stealth mode" or, more amusingly, hurtles forth with the aid of a turno hoost. It's oddly nostalgic stuff, but certainly not enough to carry the game-which is otherwise an unremarkable missionbased shooter.

Graphically the game is pretty funky, especially in the areas where you're flying over water or ice. The framerate is nice, it's packed with cool effects, and there are some groovy little flourishes from time to time

What really takes it down are the controls. I desperately tried to come to grips with the crazy setup that the game forces you to endure, but I just couldn't get comfortable with it. You control the chopper with both analog sticks, but for some crazy reason you can't change which stick does what. You're stuck with the left stick controlling rotation and forward motion and the right stick controlling altitude and horizontal movement. Maybe it's just me, but this arrangement constantly made me lose control of the chopper; everything felt backward. If I could've set things up more like the controls in Quake or Half Life, I think I would've enjoyed it more. Final Score . 4

John Davison



Freekstyle

Publisher EA Sports Big Developer Page 44 Web Site www.ea.com By now you should all know the drill. In fact, one would be forgiven for thinking that all future EA Sports Big releases could be expressed by the following formula: "It's SSX, only with ___ this case, the blank is filled by motocross bikes, so if you can picture SSX with matacross bikes (or. alternately, picture Sled Storm with no snow) you're probably on the right track.

Yes, I'm exaggerating, but not much. The thing is, when you get right down to it, does it really matter that these games are starting to fee, so formulaic? Not really, Not as long as they're fun. And Freekstyle is certainly that.

It seems like each one of these releases-SSX Tricky, Sled Storm and now Freekstyle-tries for bigger and bigger air, which is a good thing, (I don't care what sport it is, out big air in there and you're definitely headed in the right direction 1 The developers also aimed to please with some absolutely ridiculous tricks, and I say bring it on. Combine some insane tricks with some big air, throw in a flaming hoop or two, and you can just go ahead and sign me up.

There's just one problem [well, a collection of similar problems, actually): Freekstyle is cheap. And cheap means frustrating. And big air and flaming hoops will only go so far to combat frustration.

Picture this scenario: You've raced one course so many times you could do it blindfolded. You do everything right, but just before the end you achieve the "Freek Out" (a super-duper power boost), and

then happen to misjudge a jump and wipe out. Not only will the entire pack likely zoom by you Igotta love that automatic catch-up 'feature"), but due to an odd foible of the "Freek Out" system, you're likely to be completely bereft of boost as well. Good times, huh?

The game is simply loaded with similar cheapness-such as the overabundance of mud, which slows you down way too muchmaking it probably the flat-out hardest of the EA Big racers. So it's good and bad: more challenge than Sled Storm, but more frustration, too, Personally, although Freekstyle caused me to scream in frustration, I still had a blast. And really, that's what counts. Final Score Joe Rybicki

Players: 1-2 Memory Card: 99 KB







THE MARK OF KRI

An innovative disappointment

Publisher Sony CEA Developer Sony San Diego Web Site www.scea.com

ve gotta give the developers of The Mark of Kri some credit They've created a fun game with loads of flair and innovative features. At the same time, though, I feel greatly disappointed by the lack of polish that could have made it a killer title.

What might first attract the curious to Kri is its remarkable style-the most standout I've seen since Devil May Cry. The Disney-inspired animation provides a remarkable counterbal ance to the game's beyond-Braveheart brutality, which would happity decapitate all 101 Dalmatians in one fell swoop.

BIRD'S-EYE VIEW



In addition to Kris battle system, don't be surprised to see forms of its clever alternative to radar in future games. When our hero Rau sees a good place for his bird Kuzo to perch, his fine feathered friend can scope out the enemies ahead. along with what weapons they hold. It's an essential stealth tool.

We're talking stuff that still makes you yell "holy crap!" well into the game, with 30-plus such death sequences included. Dismemberment, Impalings, Axes to the head. If Disney ever wants to create an R-rated, animated Conan the Barbarian, they've got a nice template in Krl.

Still, as much as I enjoy the style of the game, the actual graphics presented are a mixed bag—sometimes beautiful, sometimes OK...but usually just kind of plain. And what's with those inexcusably compressed and grainy cutscenes? They look like video from a PS2 game on one of our old PSone demo discs Thankfully, the other, more artistic scenes Icharacter sketches obviously inspired by promotions for 1999's Tarzan), move the sim ple story along admirably. Even more noteworthy.

though, is Kri's most innovative feature: a battle system you'll surely see emulated by many a hack-n'-stash game to come. In Kri's Dynasty Warriors-like fight sequences, you can target the foes who surround you, assigning a button to each. Press X, and you'll attack in the direction of the auv with the X over his headsame with Square and Circle. It adds a little something extra to standard hack-n'-slash

don't need to use it that often. Of Kri's six humongous stages, only two involve a whole lot of fighting The middle four are slow-paced. stealth-based missions, where you can usually put an arrow through someone's throat from





afar or sneak up from behind to bash his head into a wall. Even when I did take on enemies, Lusually found it easiest to go in weaponless against them and counter their offensive, killing them immediately in a gruesome animation (one that, though cool often lasts long enough for others to get a free hit or two in as you stand motionless, waiting for the sequence to end! And when stealth just isn't an

option, as in the game's final



level, things get overly repetitive-and way too hard. Of the 10 hours I played the game, at least four were spent facing drove after drove of enemies in the last stage-which I never beat!

The game's A.I. is an absolute joke, as well. Kill a dude with an arrow and the guy standing right next to him often won't even feel alarmed. Or, coax an enemy into chasing you and he'll either a.l find a column he'd rather run straight into or bil continue to charge at an invisible wall as you stand motionless 20 yards away. arrow cocked and ready to fire Shoddy controls, a frustrating save system and a few more little things only lessen the experience.

Through it ait, though, I still thad a good time with Kri. Though flawed, it's still a fun game whose innovation will be remembered Final Score Chris Baker













MLB Stuglest 20-03

Legion: The Legend of Excalibur

Publisher Midway Developer 7 Studios Web Site www.midway.com In the interests of full disclosure, we have to mention up front here that our columnist Rvan Lockhart was a designer on this game. That doesn't mean we're going to give it an easy ride, though

Those of you who play games on the PC as well as on your PS2 will probably feel more at home with Legion than the hordes of 'traditional" console RPG fans. Yes. Legion is a role-playing game of sorts, but it comes more from the Baldur's Gate: Dark Alliance school than it does the Final Fantasy school. The emphasis is on combat and on achieving specific missions as you work through the parrative

The story is based on the legend of King Arthur, and despite its taking some liberties with the specifics, if you've ever watched the movie Excalibur, you'll have a rough idea of what's likely to come up from time to time. All the expected characters are present and more importantly, as you progress through the story, these "heroes" join your party, allowing you to control them in a loose narty-based context. Different characters have different skills, and you, as Arthur, can order them to act specific ways in battle. It's only a simple system, but as you work your way through, you'll feel a terrific sense of progress as new characters become available.

Unfortunately, the game fails in two key areas. First, the pacing seems to be completely out of whack Missions hounce from being overly long and difficult to

short and simple with no apparent logic. Second, and more importantly, the save system employed only allows you to save your progress between quests, and when these are the long and tough ones, it can be inordinately frustrating to have to go back through a number of individual tasks just to get back to the point where you died. It makes you wonder why such an obvious fun-killer could have gotten through when so much about the game is so promising. The score would easily have been much higher if it weren't for these two major problems. It's a crying shame, since Legion could have been a really great game.

Final Score John Davison

Players: 1 Memory Card: 86KB

MLB Slugfest 20-03

Publisher Midway Developer Midway Web Site www.midway.com Slugfest is to baseball in the '00s what Major League was to cinema in the '90s: a surprisingly vibrant baseball spoof.

Following Midway's Blitzblazed trail, Slugfest is arcade hardball that doesn't excuse itself with bad gameplay [Triple Play ring a bell?). Your pitcher can rocket the ball 118 mph and follow up with a dizzying 58 mph changeup. Realistic? Nope. But it makes for a nail-bitingly dramatic pitcher/batter interface-something everyone's been dying to capture since NES' Baseball Stars. By varying pitches and location, you'll make batters look stupid. That's if you don't toss a lame-duck knuckler over the heart of the plate.

All this pitcher/batter stuff

might sound complicated, but it's not. Unless you want it to be. Anyone could pick this up and enjoy it (the beanballs alone will hook some non-sports gamers), but even hardcore baseball fans will enjoy taking on their buddies

If you play for a while, you'll find that there's as much strategy in this as is in the sim-heavy High Heat. You're equipped with a Turbo bar that has many, many uses. On offense, it'll power up your swing, speed up your runners, and give you a more hamhanded punch when trying to annihilate the catcher. On defense. Turbo allows for superfast throws from fielders, extra pitches [the fastball will be really fast and the screwball will really screw) and faster foot speed for fielders. If you use Turbo effectively, it'll win games. If squandered, it'll cost you big-time

Plus there are laughs, Lots of em. The announcers are attentive and occasionally blurt out quips that will have you looking around to see if anyone else heard it. Then there are the players who catch balls behind-theback and with such nonchalance that Barry Bonds would be proud.

One concern is staying power. It's as good of a two-person game as any sports game out there (or more if you set up a tournament). But the singleplayer game might bore the hardcore players.

Ultimately, this appeals to both the fat kid in right field and the talented shortstop-types. Try it. Final Score Todd Zuniga











Developer PCP&L Web Site www.tha.com

You might notice the conspicuous absence of a year in the title of THQ's latest motocross game. We're told there are two reasons for this: 1.] The company doesn't see the need to release an MX game every year now, and 2.] the word Superfly denotes the new version's emphasis on aerial show manship. So, how well does this new attention to Tony Hawk-ifving things work? Well, let's just say it's a good thing we can still race.

In MX 2002, when the stunt competitions had a lesser presence, they worked well in the role of adding variety to the single Career mode. They were infrequent, but it was nice to break from race after race for a little





something different. Now that an entire mode devotes itself to such contests, though, you can't help but feel that it's all a bit forced.

Part of making Superfly a bigger stunt game lies in a greater variety of minigames than before, a total of 11. Oddly enough, some don't even involve much trick performing. Moto-Golf, for example, takes place on a golf course where you have to make it from hole to hole in a very Smuggler's Run fashion, Games like Stranded¹ and Pizza Delivery, meanwhile, totally ape Crazy Taxi-only without things like traffic to liven things up. And Horse is a good idea (sort of a motocross version of the classic playground basketball game), but it only brings attention to how difficult actually performing certain tricks can be. And is it just me, or do the stunt courses look phenomenally less attractive than the racing ones?

Well, at least racing is an ontion. All the solid motocross action you remember from last year returns-as do some of the courses. Of the 22 included, several seem lifted straight from MX 2002. That's not so much a complaint as an observation, however, since an MX game isn't an MX game without tracks like Glen Helen-and they were rendered so well before. Sure, it's got some guestionable physics and a few other minor guibbles, but the fast action, great graphics, incredible draw distance and undeniable fun attached make Superfly's racing tough to beat. Final Score . . .

Chris Baker

Players: 1-2 Memory Card: 109 KB







Web Site www.ea.com Looking to connect with your 4year-old through games? Soccer Mania might just be the first step to having a new gamer in the family. Sure, it sounds goofy to play PS2 footie with LEGOs, but you'll be surprised by how fun it is. The controls are easy to learn. and the game has a surprising depth. The real gem for a fatherson or mother-daughter duo is the co-op Story mode (it can also be played single-player) which manages to be both contrived and enjoyable.

But even long-time gamers will find surprising joy from this game's Versus mode. There are power-ups littered all over the field that make this seriously land surprisingly) strategic soccer. When are you going to make the ball into a bomb by pressing Triangle? And if your opponent does it, will you get a shot off before the ball explodes? One of many questions as you dribble through the game's healthy collection of unlockable levels.

Plus, it's a hoot to build your own LEGO team out of classic finures. And Skill Zone—a set of minigames-unlocks star LEGO ballers who can play for your club.

The big strike against this one? The graphics. The fields tend to look shoddy and the "grass" surface looks more like a field of rubber cement. Couldn't they have borrowed from FIFA? Final Score • • • • Todd Zuniga

Players: 1-2 Memory Card: 71 KB









Space Raci Space Race Publisher Infogrames

Developer Melbourne House Web Site us.infogrames.com These days, I hear a lot of complaints about two trends in gaming. "Not another kart racer," whine some namers. "Not another celshaded game," gripe others. And many bemoan both-which means they'll absolutely despise Space Race. While I think it's silly to dismiss a game on such grounds, the naysayers' preconceptions are at least half right when it comes to this Looney Tunes title.

When done well, kart racers offer some good ol' mindless funjust play Crash Team Racing, Speed Punks or Muppet Race Mania. However, straightforward level design as in this former Dreamcast game is likely to bore you after the first couple races. Sure, the ACME-style weapons (can't forget the falling anvil!) add a bit of character, but I couldn't help but feel underwhelmed with Race's gameplay.

Its graphics, on the other hand...wow! Bugs, Daffy and the rest of the usual Looney suspects all look straight out of Saturdaymorning TV, racing through lively environments full of the ambient movement of amusement-park rides, slaving Martians and more, The fluently animated characters sport perhaps the greatest assortment of movements live seen in a game of this genre.

If nothing else, Race proves that cel-shading rocks for some games. If only its gameplay rocked, too. Final Score . 4 Chris Baker

Players: 1-4 Memory Card: 99 KB

Stitch: Experiment 626

Publisher Sony CEA Developer High Voltage Web Site www.scea.com For the most part, movie-based games are predestined to suck. right? It seems that way, and a big reason for that is evident in Stitch-Experiment 626. Released simultaneously with Disney's Lilo & Stitch in June, this prequel shows the promise for solid action as a platformer/shooter-great potential hampered by an obviously rushed final product

I had a good time playing Stitch, all things considered. The huge levels are just easy enough to complete without frustration while just challenging enough to satisfy. The gameplay also diversifies enough so that you're shooting it out through one level, slinging with your grappling gun through the next, then jetpacking through another. Even what little story exists should entertain you, as you go about as the evil genius Jumba's "Experiment 626," collecting DNA strands (and, consequently, movie reels for clips and trailers from the flick) for him.

But it doesn't take long for the game's rushed nature to surface. Most obviously, the visuals might pass for first-generation quality, at best. Second, the game seriously could use a controllable lock-on. feature-so that you're not often shooting into the ground just below a foe. Finally, a horrible camera only exacerbates matters.

You'll enjoy Stitch if you play it. Just don't expect perfection. Final Score • • 6



Chris Baker



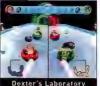






Dexter's Laboratory







er's Laboratory

oratory: Lilo & Stitch

Ab? Publisher Sony CEA

Developer Blitz Games
Web Site www.scea.com
And you thought Crash Bandicoot
had abandoned the PSone forever!
OK, so maybe he has—but Lilo &
Stitch makes it hard to believe.

No, you won't find any orange marsupials running amok in this video-game adaptation of the latest Disney flick. You will, however, find almost identical gameplay. But you know what? Considering the younger audience this game obviously aims to please (not to mention that the Crash PSone games are classics) that's not a bad thing. Yeah, you've seen a cute character for in this case, one of two cute characters) run straight up through a tropical environment before, spinning to take out enemies Yeah, you've experienced those comin'-at-you chase levels where a huge beast pursues you from behind as you run toward the screen. The occasional sidescrolling level thrown in to vary things up should also ring a bell, as will enemies like man-sized Venus fly traps (your typical Hawaiian hazards). But odds are. you probably dug the Crash titles. just as you'll likely enjoy Lilo. It's a great-looking, fun game that only really suffers in its lack of

Fans of the movie will love the inclusion of quite a few scenes from the film, plus the hitarious trailers that parody scenes from Disney classics. So you see, it's not totally derivative of Crash!

Final Score



innovation.

WAY OF THE SAMURAI

A double-edged sword

Publisher Bam

Developer Acquire

Web Site www.bam4fun.com

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Before any of you pick apart my subconscious, lemme explain: I went to bed right after an intense marathon session playing Way of the Samurai. And don't forget, all you Freud wannabes, that some times a sword is just a sword.

But It takes a special kind of swordplay to get into my head like Samural did. Especially since I'm not usually fond of these types of games—they ro just not my thing But coming from Acquire, the teambehind the first two Tenchu genes Samural had me intrigued. Despite their Itaws, I really Itovo those Some ninis snock-om-ups

SAMURAI SHOWDOWN

Not only is Samurai's unlockable two-player mode a cool (and fun) bonus, but it's also a great place to practice your swordplay for the "real" game



Aside from the striring musicionce again from composer lonc again from composer Noriyuki Asakura] and the rich atmosphere, though, Samurai is as different from Tenchu as...well, a samurai is from a ninja. In fact, Samurai is one of the more unique games I've played in the past year. Blending everything from Kurosawa (Seven Samurai) to Memento to Bushido Blade to, those classic Choose Your Own Adventure books, with a healthy dose of the absurd thrown in, Samurai almost defice sategorization. Yet Samurai is also deeply flawed, keeping it from rising to the upper ranks of PS2 games.

really stands out. The game is all bad? Will you draw your sword on any passerby or keep it sheathed and fly from battle? Will you ally with either samurai clan or steer you betray your friends or befriend your foes? The game is cluttered with branching paths, along with half a dozen endings and a multitude of rankings (from Samurai Master to Punk-or worsel, But no matter how you finish, you won't have a full grasp on what's going on until you've played it a number of times-which you're expected to do, since finishing the game can be as quick as an hour or two once you get used to the combat system.

That's right, this is one short igame. Granted, your first time at it, you're not likely to beat it. In fact, you'll probably spend a good few hours trying and dying as you come to grips with the obtuse combat system. This is no hack-n-stash

otks—this is hardcore samural action where position, parrying, defense and countermoves are as important as simple offensive thrusts. Sure, some seasoned righting-game fans will block it up pretty quickly, but the average player will struggle with the utterly unintuitive fighting system.

Still, the combat is as deep as it gets. With just Triangle, Square and a shoulder button to block. Samura's got a massive, mind-blowing inventory of moves and combos that you can learn and combos that you can learn and combos that you can learn and vacquire. Plus, almost every sword you find finers than 40 in all thos a different stance and set of moves. Master your swords, and you'll be treated to a sublimely salisfying grace and beauty in motion as you sitce through amone in your way.

Ultimately, though, Samurai comes down to one big question: Will you enjoy playing the same game again? And again? And again? Because, though potentially different every time, it's still the same basic game with far too many recurring sequences. But if you're the type who lives to unlock everything, who can struggle through a flawed but rewarding combat systern, who isn't too troubled by a occasionally unfriendly camera and samural action, then this game is as sharp as it gets. If not, though then Samurai is just a dull butter knife of a game Final Score . . . (Gary Steinman

Players: 1-2 Memory Card: 124 KB

Dexter's Laboratory: Mandark's Lab? Publisher Bam!

Developer Red Lemon Studios
Web Site www.bam4fun.com
I actually beat Dexter's Lab. Twice.

No, I'm not bragging. That'd be like boasting about beating up some pudgy punkass kindergarten bully—as a full-grown adult, mind you. I am, after all, an adult gamer, and Dexter is, after all, a kidde game. Plus, I didn't mind beating it twice since it only took me about an hour. (Again, I'm not bragging.)

So why did I bother with the second run-through? Because despite its childish nature, Dexter's Lab is lots of fun. It's basically a collection of eight minigames sprinkled throughout a quick quest—but once you unlock each of the minigames, you can revisit them as single-player challenges (beating them on the 'Genius' level is harder than you'd hinklil or as two-player games.

In fact, Dexter is almost the perfect teaching aid for fledgling gamers, as the eight mingames cover just about all the main categories, from space shooter to kart racing to first-person melee (dodgeball) to DDR-style music games. Each one is as derivative as they come, but together they provide enough fun for kids (and maybe some parents tool.

Don't get me wrong: This is a kid game, so don't even bother with it if you're an adult. But do pick this up for your child, little brother, nephew—or any other young'un on your shopping list.

Players: 1-2 Memory Card: 1 block

Gary Steinman



IN THIS EDITION



happened to the Replay

Besides tips and tricks for the PS2 Greatest Hits games,

SECRETS REVEALED

P52 Games

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Hot Shots Golf 3 Medal of Honor: Frontline

Spider-Man

Twisted Metal: Black

PSone Games

The Italian Job



SPECIAL FEATURE: **PS2 GREATEST HITS**

The names are cheap, and the games are great. That's why we're bring you these helpful tips, smart guy





ATV OFFROAD FURY

RED FACTION

Cancom vs. SNK 2

Casper: Spirit Di

CART Fury

City Crisis

PS2 Tricks and Review Archive

Game names in orden indicate a Greatest Hits title. Ratings in red indicate a five-disc score. A number on indicates it's rank in the top 10 selling games for each system.

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want all ATVs. It will then kick you you'll have all the ATVs! The real need for speed	back to the male			Extreme 6 III F1 2001 F1 Championship F1 Championship Season 2000 Fantavision	Sony CEA Acclaim EA Sports Ubi Soft EA Sports Sony CEA	0000	52 48 50 52 43 41 40
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52

51

47

50

Cancom Midway

TRK Med

Take 2

ing trouble getting them? Be troubled no more. Just get two men

ry cards and enough cash to buy the cars at the resale price. The

First, save your progress at the end of the second-to-last race

tong as you have enough points to skip the last race. Then, yo

Publisher Score Issue Game Publisher

he desired can't you do not get the car you desire, reload card one and try again. Once the desired car is chosen, save it to your second memory card. Reload card one, skip the last race, and choose the desired car. So to trade it in without saving in the main menu. had the second card in the trade menu. Buy the previously chosen ar, then overwrite and save to the second memory card. Reload the ast memory card, skip the last race, choose the next car, then go to nde again. Load card two in trade. Next, buy all previously chosen irs, overwrite, and save to card two again

Sounds taxing, but it's easier than you think. Repeat until you

	get exactly what you want it	s use only ran way	_	_
Ì	Grand Theft Auto III	Rockstar	-	5
	You've beaten every mission	you've scored all 10	O packages,	
	you've invited a hooker into y	our stolen Camaro E	But have you	
	tirown a Molotov Cocktari int	o a bunch of pedestr	ians living	
	lowhere lives? Probably, But	these cheats make r	t even easter.	
	M weapons			
	82; R2, L1, R2, Left, Down, R	ight, Up, Left, Down,	Right, Up	
	Lets Of Cash			

, R2, L1, L1, Left, Down, Right, Up, Left, Down, Right, Up

Armor Cheat R2, R2, L1, L2, Left, Down, Right, Up, Left, Down, Right, Up

full Health Cheat 2, R2, L1, R1, Left, Down, Right, Up, Left, Down, Right, Up w Up All Cars

2 R2, L1, R1, L2, R2, Triangle, Square, Circle, Triangle, L2, L1

Trais R2: R2: F F R2: B1, Double U	n Down Up, Down		S. S.
Grandia II	Ubi Soft	0001	53
GTC Africa	Majesco	001	58
Guilty Gear X	Majesco/Sammy	****	51
Gungriffon Blaze	Working Designs	1000	39
Half-Life	Sierra		51
Harvest Moon:			
Save the Homeland	Natsume	****	51
Headhunter	Accialm	***	57
Herdy Gerdy	Eidos	•••	56
Heroes of Might and Magic	300	984	48
High Heat MLB 2002	3D0	****	44
High Heat MLB 2003	3D0	10000	55
Hot Shots Golf 3	Sony CEA	****	55
lice	Sony CEA	****	50
Jade Cocoon 2	Ubi Soft	0001	53
Jak and Daxter:			
The Precursor Legacy	Sony CEA	•••••	52
James Bond: Agent Under Fire	EA Games	****	52
Jeremy McGrath			
Supercross World	Accialm	•	53
Jonny Moseley Mad Trix	300		54
Kengo: Master of Bushido	Crave	***	42
Kessen	EA Clames	000	39
Kessen II	Koni	***	51
Kinetica	Sony CEA	00001	50
King's Field: The Ancient City	Agetec		55
Klonoa 2: Lunatea's Veil	EA Games	*****	47
Knockout Kings 2001	EA Sports	****	42
Knockout Kings 2002	EA Sports	****	55
Lethal Skies	Sammy	***	58
Max Payne	Rockstar	••••	53

ere just aren't more codes than these. Now you'll just have o go and save the world from crime, it see

nited Bullet Time

L1, L2 R1, R2 Triangle, X, X, Triangle

Hay through the game until you pass the subway level. Then press lije Select button to return to the main menu and press the followg: Up, Down, Left, Right, Up Left, Down, Circle. After that, get icky, because you can choose whatever level you want to play.

light Pain Killer pills

ss Start to nause, then press (1.12) 82, R1, Triangle, Circle, X. Square tring kills pain like that combination weapons and full ammunition e, then press L1, L2, R1, R2, angle, Circle, X, Square

se the game, press: L1, L2, R1, R2. gle, Square, X. Circle



ise the gameplay and then press L1, L1, L2, L2, R1, R1, R2, R2 You may have to enter this code again after saving.

Score Issue

New modes? Why, yes

Minute difficulty modes.			
Maximo: Ghosts To Glory	Capcom		54
MDK2 Armageddon	interplay	9001	45
Medal of Honor: Frontline	EA Games		58
Metal Gear Solid 2	Konami	*****	51
Midnight Club	Rockstar		39
Mike Tyson Heavyweight Boxing	Codemasters	•	58

Mobile Sult Gundam: Journey to Jaburo ЖA Mobile Suit Gundam Zeonic Front 54 Monster Rancher 3 Tecmo 50

Monsters, Inc. Sony CEA 55 39 Moto GP2 53 Nameo Motor Mayhem Infograme 47 MTV Music Generator 2 46 Continuenters ... The Mummy Returns 52 MX 2002 Featuring Ricky Carmichae THO 47 Infogram 52 Namco Museum Nameo -53 NASCAR 2001 **EA Sports** 47 NASCAR Heat Infogrames

NASCAR Thunder 2002 **FA Sports** 51 NRA 2K2 53 Sega Sports **NBA Hoopz** Midway 44 NBA Live 2001 EA Sports *** 42 NRA 1 (ve 2002 51 **EA Sports** NRA ShootOut 2005 Sony CEA 44 ... **NRA Street EA Sports Big** 47 NCAA Final Foor 2001 Sony CEA 41 NGAA Final Four 2002 **QRQ Sports** -52 NCAA Football 2002 **EA Sports** 48 NCAA GameBreaker 2001 Sony CEA 41

REL 282 Sega Sports ... 52 NEL Blitz 2002 Midway 55 NFL GameDay 2001 Sony CEA 40 NFL GameDay 2002 Sony CEA 53 NFL Quarterback Club 2001 Λœslaim ... 50 MID 2001 EA Sports 38 NHL 2002 **EA Sports** 50 NHL FaceOff 2001 Sony CEA 43 NHL Hitz 2002 Midway

EA Sports

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.... 56

NCAA March Madness 2002

No One Lives Forever

Okage: Shadow King 51 Sony CEA Onli Rockstar 43 Comusha: Wartords 43 Capcom Orphen: Scion of Sorcery Activision 39 ••• Pac-Man World 2 54

Sierra

PaRappa the Rapper 2 Sony CEA ... Paris-Dakar Rally Accision -53 Pirates: The Legend of Black Ka EA Game 55 Portal Runner 300 50 Project Eder

Eldos Q-Bali Billiards Master 40 Take 2 **** **Ouake III Revolution** EA Game 44 Rayman 2 Revolution Ubi Soft 41 Rayman Arena Ilbi Soft 57 41

RC Revenge Pro Arreson ... Ready 2 Rumble Boxing Round 2 Midway **** Real Fool Infograme 8884 Red Card Soccer 20-03 Michaess ---Red Faction

46 Resident Evil-Code: Veronica X 48 Capcom -Sega 53 Ridge Racer V 38 Manico **** 43

Ring of Red Vermeni Rugby EA Sports **Bumble Bacing** FA Game Rune: Viking Warlord

PS2 GREATEST HITS

DARK CLOUD

Having problems dominating the Dark Genie? We figured you'd like to know how to get past him.

The final boss for is it...?) is a real-Start by stocking up on plenty of healing items, Stamina Powder and Revival Powder You'll need a Dran's Feather as well, to avoid some of the Genie's attacks.

be thrusting a hand up out of the ground. Avoid getting hit, check out the color of the gem on its hand, then switch Toan's weapon



He's one mean lookin' dude

element to match. Unless the elements match up, you'll do little to me

In its next form, the Genie will be shooting a damaging purple energy beam, which should be avoided at all costs. The Genie will unleash some unavoidable full-screen attacks, but if you use a Stamina Powder, you should be fine. Use Ruby (set her element to Hoty) to attack the Genie from a distance

The Genie's final form isn't loo tough if you can avoid all the may should be your most powerful char Genie's mouth, making sure to get several hits in. Then run around the edges of the screen to avoid the Genie sends out against you.



Don't focus on the respayning enemies the Genie sends out, and

RED FACTION

This game is long, convoluted, and every time you think you must be near the end, it keeps going. Nevertheless, it's usually obvious where you need to go (when in doubt, look for signs on the wall). So we're high lighting Area 28, which we found problematic. We'll have many more tough levels for you next month.

Area 28: Medical Research

Hendrix tells you to find a quiet spot to drop out of the vents. Continue

room. Hendrix will tell you to find a



room to the right as you exit the room you dropped intol, you can go through the next couple of areas in Stealth mode, but you will once again have to give up all your weapons except the pistol. You can choose instead, to go in guns blazing, but you'll face a whole damn lot of guards decide for yourself which best suits your playing style.)

to the end of the hall and to the left, through the door at the top of the clear of the guards), down the ramp to the right, left at the bottom and the the ramp, right and then another right. You'll lind an operating room where one of the doctors will instruct a nurse to escort you. She'll lead health) in Areas 30 and 29, respectively

Just work up to the deaks and the helpful medics will instruct you where to go.

11



MEDAL OF HONOR: FRONTLINE

Last month you declared war on D-Day, this month, you master A Storm in the Port

Seaside Stowaway

Man Machine Gun in Church Tower

Once you've found the tank-prorected bridge, you're close to the than's arist the years to the than's arist the years the end of that road you'l see an obiferated church. Go in past the Gl. with a radio, then take a let to find a ladder. Go all the way up to the top to find the machine gun. Man if and lay down the law. There are planty of Germans, so put the and to seery one of them. Otherwise your poys are in trouble.

Secure Submarine Fueling Roster

Finding the fueling roster means you have to have eague eyes. Out of the church, take angle and follow that path. You come to a door that has wood state keeping you from a bigger area. Down to the feet you it in a crawle

Breach Wall to Docks

Look for the barrels beyond the arched wall, throw a grenade



When you see the bridge, run for it

and the wall is gonesville.

Locate Submarine Fueling Dock

After you've gone through the broken wall, veer to the left an take the wooded path. You'll have to kill one German, ther dive into the machine gun nest and start blasting. Make sureyou take down the nest-shoote opposite you before showing your head. If you're low on health, there is a little area will be used, and the opposite half of the path. When you're ready go to the truck and find the open box.

Stow Away in Cargo Crate

Duck, crawl, and you can cal yourself a success.



There's the church



Kill this bastard

Special Cargo Sabotage U-boat Engines

Don't miss the closet beyond the bathroom on the right. But don't use the supplies unless you need them. Once you're in the steam room, after turning the first valve duck down and move to the left. You can "snipe" effectively from here and jake out most of the horard manage that will destroy the the charge that will destroy the monitoring that will destroy the room until if explodes. You have about seven seconds.

Set Explosives in Aft Torpedo Room

Once you go into the new note you've created, crawl up, kill the two sailor toughs, and set the

Disable Radio Communication

When you open the next door there will be scourge of Nazis. Make sure your gun is releaded, then hide behind the walls next it he door when you need to reload After you're finished with them reload and take out the next two Then there's one at the radio in the next room. Take him down then light up the radio with but lets life a good idea to pull out your platch here to save ammol.

Set Explosives in Fore Torpedo Room

Head through the corridors, but



Behold the code book!

be prepped for Nazis to appear from anywhere. See those crateto your left? The ones bying beside the flashing rid thingy? Shoot the one nearest your target. There's a load of valuable goddes in there. Now head backout. See that door in the near distance? A rabid Nazi will storm ou with his gim blazing. Be ready.

Find Enigma Code Book

Go into the room where that guy just came out lafter you've killer home. It coursel, then you have set, in the room. You'll find a medical pack. But hit X to open the door to the cabinet and you've rewarded with the hard-to-locate Code Book.

Escape through Exit Hatch

behind you. Go back the way you came and look for a ladder that goes into the ceiling. Go up it and you've cleared the level

Eye of the Storm

Find Resistance Weapons Cache

Look up always. Always. There are going to be snipers and they re going to hurt your chances to win if you can't locate them. Look for the big lowers and nit them before they hit you. Nead up the stairs, kill some Germans, then head across the bridge to into the Cache.



Find Rooftop Hatch

As soon as you have the sniperrile, put it to use. On the water rower to the left you! If find two aways and on the building to your ight. Take them down first. Then you! If need to get a good angle to ake out the sailor on the bear who's using the machine gun. The easiest way is to go back down the stairs you originally climbed so the bad guys won't beable to see you. Plus, you have to go that way anyway, because now the boxes are cleared. Once you've killed Germans galore, head over the raised staircase and up a ladder. Once you're on the roof sprint and, shoot, and cross the rooflops by running near the edge. The Hatcu

Destroy Supply Trucks

Before you can worry about the supply trucks, you have to worry, about getting shat many, many times. To start, drop a bunch of grenades down the rooftop hatch. You'll be batting long and hard nere, and again, watch the rooftops. When you'd finally go near the trucks, first single amany guys as you can. Once you get to the trucks, first single amany guys as you can. Once you get to the trucks, first single amany guys as you can. Once you get to the trucks, first single amany guys as you can. Once you get to the trucks, first single amany guys and go will be the sharps and guys will pour out. Introvi in a greade to kill the alarm and the Germans. After you've to roched the first three trucks, the fourth will show. Get

Acquire Deployment Roster Go into that garage, follow the



Climb over this explosion-made bridge to end it

and a big reward for the Allies

After you've blown the fourth

will form. Jump up lavoid the line!] and cross it. There are no bad guys, so just get to the open ing and jump off!

A Chance Meeting

Sabotage Engines in Facility While you're cruising through the first part of

discretion when advancing. There's a

Otherwise, you'll need the medical backpack

Acquire Engine Blueprints

Infiltrate U-boat Bunker

You'll have to find a little gate to blas or three guys at once. Then shoot the alarm.



Pull this lever

Destroy All U-boats

See the alarm you just blew up? Now do a 180 and you'll see a control panel. Push the the first U-boat. Then a previously locked door will open (backtrack and it it be on your behind the big metal gun and blast away with U-boat shells. You can blow up the fuel depot by chooling to your immediate realt. There You'll see the red blinking thingamajig. Once



Blow up Fuel Depot

you'll hit the Fuel Depot. It'll cause a huge

Find Dock Gates

Game	Publisher	Score	Issue
Salt Lake 2002	Eldos	001	55
Savage Skies	Bamf	***	56
Scooby-Doo:			
Night of 100 Frights	THQ	***	58
Shadow Hearts	Midway		52
Shadow of Destiny	Konami		43
Shadowman: 2econd Coming	Acciaim		57
Shaun Palmer's			
Pro Snowboarder	Activision		52
Shifters	300		58
Silent Hill 2	Konami		50
Silent Scope	Konami		39
Silent Scope 2	Konami	9000	49
Silpheed: The Lost Planet	Working Design:	1000	40
The Simpsons Road Rage	EA Games	***	52
Sky Gunner	Attus	***	58
Sky Odyssey	Activision	***	40
Sled Storm	EA Blg	***	55
Smash Court Tennis			
Pro Tournament	Namco	****	56
Smuggler's Run	Rockstar	*****	39
Smuggler's Run 2:			
Hostile Territory	Tecustar	*****	52
Soccer America:			
International Cup	Hot-B		48
Soldier of Fortune	Majesco	***	52
Soul Reaver 2	Eldos	***	52

t figures that we'll be covering this game for a White. It's

un, the movie is still blowing up the box office, and we love Spidey. So unlock this stuff by using these extremely handy

Play as Shocker: HERMANSCHULTZ

May as Scientist: SERUM lay as Spike: STICKYRICE

lay as Shocker Thug: THUGSRUS Play as Helicopter Cop: CAPTAINSTACEY Play as Old Supersoldier: FREAKOUT

tay as Cop: REALHERO

May as Mary Jane: GIRLNEXTDOOR

Unitenited Webbing: ORGANICWEBBING UI Levres Avelladie: 1580/U/OX Bullet Time Mode: DODGETHIS

lu Head Thugs: JOELSPEANUTS Moro Saldev: SPIDERBYTE

ig Head and Feet: GOESTOYOURHEAD

First-Person Mode: UNDERTHEMASK Unlock Everything: ARACHND

Tiger Woods PGA Tour 2001

The state of the s		The Lake	
Splashdown	Infogrames	****	52
Spy Hunter	Midway	*****	50
SSX	EA Sports BIG		38
SSX Tricky	EA Sports BIG	*****	52
Star Trek Voyager: Elite Force	Majesco	001	53
Star Wars: Episode 1-			
Super Bombad Racing	LucasArts		45
Star Wars: Jedi Starfighter	LucasArts	9991	56
Star Wars Racer Revenge	LicesArts	*****	55
Star Wars: Starfighter	LucasArts	*****	43
State of Emergency	Rockstar	***	56
Street Fighter EX 3	Capcom	9991	39
Stretch Panic	Conspiracy	9991	47
Summoner	THQ	***	39
Sunny Garcia Surfing	Ubl Soft		51
Super Bust-A-Move	Acclaim	***	41
Supercar Street Challenge	Activision	994	52
Surfing H30	Rockstar	••	40
Swing Away Golf	EA Games	***	38
Tarzan Untamed	Ubi Soft	9000	52
Tekken Tag Tournament	Namco		39
Test Drive	Infogrames	9984	58
Test Drive Off-Road: Wide Open	Infogrames	***	48
Tetris Worlds	THQ		57
Theme Park Roller Coaster	EA Games	****	41
Thunderstrike:			
Oneration Phoenly	Fidoe	44	62

PS2 GREATEST HITS

TWISTED METAL: BLACK

If you're going to play Black, you're going to want all the best stuff. Wedeliver all the secret cars. And if you're having problems, just scan the tast few lines to figure out how to make yourself invincible

HIDDEN CARS **YellowJacket**

Junkvard

sageway that spans the level. Inside YellowJacket is yours.

Yellow Jacket's Special Attack

This Special will surround the Taxi Cab with spikes. Trigger the attack to fire the spikes in four directions as the primary attack. As a secondary attack, you can ram other cars while the spikes are deployed. In addition use Turbo when ramming the enemy. The damage will be even greater

Freeway construction site. Find an incline so. you can aim your weapons at the the Cans into the control room of the

Then blast the walls of the dropped building, Inside: Axel.

Axel's Special Attack

him. This attack can hit multiple enemies, making packs of cars a tempting and attack. Then he can roll right over opponents,

Warthog Suburbs

There's a hill overlooking the factory with a Gas Can) onto the building small raise to open a hole into the building: Brop inside and sheet the

Warthog's Special Attack

Warthog can fry opponents with his cutting laser. Try to immobilize an damage, and you can increase your victim's plight by firing your machini guns to do a little bit more hurting.

ManSlaughter

Prison Ship

Exit the Prison Ship and take a right Follow the path outside of the boat crates until they form a ramp, then ride up and shoot the hull of the ship. **Detention Center**

ManSlaughter's Special Attack

This truck can lob giant explosive rocks. The more that impact, the more before exploding. This attack can hit over such a wide area that it is ideal for exploring levels and finding what you can and cannot destroy.

CHEAT IF YOU MUST, COWARD

Invincibility.

and hold all four shoulder buttons (R1, R2, L1, L2), then quickly press Right, Left, Down and Up. Tah-dah, no more controller tossing:









SPIDER-MAN: BEAT THE BOSSES

Tips on defeating your toughest adversaries in the game



A couple of combos and this guy's finished

The vulture's a wimp



Tackle Scorpion



Gobby's tough in aerial combat, but you can do it!

Like any good action game, the

Birth of a Hero (Uncle Ben's Killer)

Showdown With Shocker

Air Duel With Vulture

Scorpion's Rampage

In hand-to-hand combat, you'll sainting the suite to ithough

The Offer (Green Goblin)

Your first showdown with the one level. Remember what you above to land on the glider and stay on board too long, though, of hang around too form, and conregenerate fairly ofter then in another building bu ground-based combat. Keep in

Face-Off at the Bridge (Green Goblin)

ways "Face-Off at the Bridge

piece of cake compared to previ much more active role of Gobby s likes to shoot at you! Employ the

Bugle blames you for all the

SPIDEY REVISITED (PS ONE)



Spidey vs. Doc Ock

Spidey vs. ???

Hat syour coe to use R1 to moot up to the next level

Outnumbered?

duke it out, you might find yourself getting nummeled from behind—and your health ways to hold your ground

device, and it takes out a good chunk of your web supply, but if you have enough, this l



yank away at enemies (£2 + X) until they bite it. It takes awhile and you won't get much in



Attack From Above



Throw Objects

What's your advice?

So you're one of the tough guys who has already stormed through Spider-Man, huh

'd love to have new codes to rock your world, but it's oolf. Yo think the makers of this game care about codes? We think they'd de central

Enter these codes for some sweet gifts: 2TREPUS01S: "Super" Tiger Woods

UYAGEBO4E: Notah Begay III GIVERTUP, Unlock all courses

ALLORNOTHIN, Unlock everything These guys aren't par for the course

To unlock Justin Leonard, Solita Lopez and Melvin "Yosh" Tanig er these codes.

instin Leonard: RDRANDAFI 130

Stallonez GZEPOLIOR

ivin "Yosh" Tanigawa: WAWAGINATO7I

die Buster trophy ball ot over 12 consecutive birdles during the Tiger Challenge.

Shoot six consecutive birdice d	uring the Floor Chal	Carrier of S	
Time Crisis 2	Namco	****	49
TimeSplitters	Eides		39
Tokyo Xtreme Racer Zero	Crave	001	45
Tony Hawk's Pro Skater 3	Activision	*****	51
Top Angler	Xicat	0000	57
Top Gear Dare Devil	Kemco	0001	41
Top Gun: Combat Zones	Titus	***	50
Transworld Surf	Infogrames		57
Triple Olay 2002	CA Canada		40

if we've said it once, we'll say it again. This is the process h ne on the market. You buy it, you'll be paying twice (once with 150, the second when you throw it out the window and it hits a ling Doberman and then the Doberman attacks and you don't.

Triple Play Baseball	EA Sports	**	45
Tsuganal: Atonement	Atius	***	53
The second secon			

ed pricetag lured many of you back to one of the darks mes on the system. You might as well have codes to go with all

nat darkness, right?

During the game, press and hold all four shoulder buttons (R1, R2, L1) 2), then quickly press Right, Left, Down and Up. Tah-dah-no more

Or, become the ultimate badass with this litte secret. It gives you unlimited health, pons and more. During the game, hold own all four shoulder buttons, then quickly ores Up X. Left and then Circle

ons into Healt

his is an odd, yet potentially helpful trick. To refill some health, first make sure you we some weapons picked up. Then conwert these into power by holding down att

lour shoulder buttons, then quickly press Friangle, X, Square and Circle. Your energy bar should fill up.

- HH-KON for some instant gratification, try this one out. During the game hold

down all four shoulder buttons, then quickly press X twice and Up. To get the Mega-Machine Gun firing ability, hold down all the shouldi

is, then press X twice. Then Triangle.

UPC Throwdown	Crave	0.04	58
Unison	Tecmo	****	44
Unreal Tournament	Infogrames	991	40
Vampire Night	Empire		52
Victorious Boxers	Empire		51
Virtua Fighter 4	Sega	100	ðá

You love Virtue Fighter 4, too, huh? We're still flattening our thumbs day in and day out with this one. But one thing we've learned: ense rules. Here are some tips to keep

you alive and kicking. Literally. · Master your defense and save yourself some trouble. If you're more patient than your opponent, you're going to find that

ocking and pushing back moves is going to break the flow o

PS2 GREATEST HITS

ATV OFFROAD FURY

Top Speed, great Acceleration and accurate jumping. The trick is to lean the Shocks. Finally, don't use really big jumps. The smaller the better

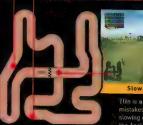


first stretch is easy, but don't make that mistake. Keep your



Accelerate out of this tur

This is one tricky turn because of the dip. Decrease speed, then



Slow down her

Hits is a jump you'll make mistakes on. Get used to slowing down and leaving

ONIMUSHA: WARLORDS

Soul Spending

you can use to upgrade your Orbs (which act as keys), weapons, ammo

fully before you spend your hard-earned souls. You should pick one sword White you're doing that, you should also be upgrading all three of your Orbs at a steady rate, trying to keep them at the same level:

Remember to upgrade your Herbs to Medicine. And you want to hold off on upgrading arrows and bullets, as you likely won't need their extra strength until later on.

Movie Trailer

After you beat the game, a new option called "Special Feature" will appear on the game select screen. In the Special Feature menu, you'll

Extra Costume

ing Orb on his arm is even chan mit.





HOT SHOTS 3: JULY TOURNEY

Tips for July's Red, White and Blue tournament as found on horshot



Go right off the tee on 3



Go right on 6



You'll need a perfect opener on 5 to get an eagle



Aim here on 12



Shoot the moon on 14



Push down/left for dogleg



The 18th green stinks

FRONT NINE

Hale #1

You may want to go way left and lease the sandtrap. But don't.

Hole #2

Hale #4

Hole #5

Nothing fancy on this shot. Go a

Hote #7

Kula Luwii un the Lipud Tirch of the ball with full power and you'll

Hole #8

Hole #9

BACK NINE

Hole #10

Hale #12

Hole #13

Hote #15

Hole #16

even a 4 fron—your call, and pust to the right. The wind isn't that

Hale #17

Hole #18

_					Publisher				
Game	Publisher	Score Iss	ue			Score		REPLAY	Game
Virtua Fighter 4 cont.					Agetec	901	31		Bust-A-Move 99
someone who is being entirely offer					Acclaim	1	35	FORUM	Buzz Lightyear of Star Command
your back up against the edge of t				termy mon on	300	***	26	TOROIVI	C: The Contra Adventure
nent who's rushing you, flipping hi	m over your shoulde	er and out o	e i		300 300	****	27	GTA3: BOATING	c-12: Final Resistance
the ring.			. 1	rainly mon ran range at	300	****	39 47	ON THE BEACH	Caesar's Palace II
Rising attacks are for suckers are				rainj moin aroun negat	300	**	32	I found a fun	Cardinal SYM
ing/throwing. It is absolutely neces					300	***	40	glitch! Steal the	CART World Series
roll out of the way of a pounce. Se			JU		300		34	speedboat in	Casti world series Casper:
have to, but this is a defensive skil		evelop.	3	Army Men: world War:	300	*1	34	Staunton Island	Casper: Friends Around the World
 Crouch and block if you need a l War Jetz 		901	48		300		AK	and drive straight	Castlevania Chronicles
Warriors of Might & Magic			46	Army Men World War:	300	••	40	along the shore	Castlevania Unronucies
Warnors of might & magic Wave Rally			53		300	-1	39	until you come	Symphony of the Night
Wild Wild Racing			30		The Learning Co		42	across a piece of	Castrol Honda Superbike
Winback			43	Arthur: neauy to nace Assault	Midway	•••	15	land that is low-	Centionde
Wineack Wipeout Fusion			43 57	Asiemyls	Activision	****	16	ered closer to the water than the	Championship Bass
Wizardry: Tale of the	pain:		31	Atari Anniversary	MCHAISIOII	****	10	rest. Just before	Championship Motocress 2001
Forsaken Land	Athus		63		Infogrames	••	53	that is a part of	Featuring Ricky Carmichael
Woody Woodpecker: Escape	Athus	***	93		SCEA	****	48	the shore where	Championship Motocress
from Buzz Buzzard Park	Dreamcatcher		57	ATV: Quad Power Racing	Acciaim	-	39	the grass comes	Featuring Ricky Cermichael
World Destruction League:	Dreamcauner	•••	3/	Auto Destruct	Electronic Arts	***	6	down a little far-	Championship Surfer
Thunder Tanks	300	•••	42	Azure Dreams	Konami		10	ther toward the	Checemaster II
World of Outlaws: Sprint Cars	000		92 55	Backstreet Billiards	Ascii	***	15	water. If you can't find it, then just	Chicken Run
World Tour Soccer 2002			53	Ball Breakers	Take 2	0001	36	find it, then just	Chocobo Racing
WRC: World Raily Championship			57	Ballistic	Infogrames	****	27	drive into the	Chocobo's Dungeon 2
total tractal tracy and approximately				B41110-10		•••	21	shore until you go	Chrono Cross
WTA Tour Tennis	Konami	-	57 52	Baseball 2000	Interplay Anetec	***	26	through the land	Circuit Breakers
WWF SmackDown! Just Bring It		****	CO.	Bass Landing Bass Rise	Agetec Bandai		26	and underneath	Circuit Breakers Civilization ii
X Squad	EA Games	****	38			***	13	Liberty City	Clock Towar
Yanya Caballista: City Skater	Koei	****	49	Batman & Robin	Acclaim	•	13	Change the cam-	Clock Tower II:
Z.Q.E: Zone of the Enders	Konami	*****	44	Batman Beyond:				era angle until you can see your	
DOOME TRIONS AND	DESCRIPTION OF	AUTHE		Return of the Joker	Ubi Soft	•	39	boat. After that	The Struggle Within
PSONE TRICKS AND				Batman:				you can either	Colin McRae 2.0
007 Racing	EA Games	•••	41	Gotham City Racer	Ubi Soft	91	46	drive around or	Colin McRae Rally
3Xtrome	989 Studios	•	21	Battle Hunter	Agetec	94	48	fall into the void.	Colony Wars
40 Winks	GT Interactive	****	28	Battletanx: Global Assault	300	•1	31	If you fall into the	Colony Wars: Red Sun
102 Dalmatians:				Beast Wars	Hasbro	91	5	void, you'll get	Colony Wars: Vengeance
Pupples to the Rescue	Eldos	1000	41	Big Air	Accolade	04	20	sucked up onto	Command & Conquer: Red Alert
2002 FtFA World Cup	EA Sports	****	58	Big Bass Fishing	Take 2	4	58	the road or stuck	Contender
A Bug s Life	Sony CEA	••	15	Big Of Bass 2	Konami		45	halfway into the	Contender 2
Ace Combat 2	Namco	00000	1	Billiards	Agetec	984	45	roof of a tunnel	Cool Boarders 2
Ace Combat 3: Electrosphere	Namco	***	31	Bio F.R.E.A.K.S.	Midway	••	10	David Vandermeer thief6fdbotmail.com	Cool Boarders 3
Action Bass	Take 2	**	37	Black Bass with Blue Martin	Hot-B	••	29	thief6@hotmail.com	Cool Boarders 4
Action Man: Operation Extreme	Nasbro		41	Blade	Activision	991	41	574- DOM	Cool Boarders 2001
Akuji the Heartless	Crystal Dynamics		18	Blast Lacrosse	Accialm	881	48	GTA3: BOAT FINDER	Countdown Vampires
Aladdin in Nasira's Revenge	Sony CEA		45	Blast Radius	Psygnosis	0001	19	Where in GTA3	Covert Ops: Nuclear Dawn
Alexi Lalas				Blaster Master:				can you find the	Crash Bandicoot 2
International Soccer	Rockstar	•	23	Blasting Again	Crave	***	38	hnat? I seem not	Crash Bandicoot: WARPED
Alien Resurrection	Fox Interactive	000	38	Blasto	Sony CEA	0001	8	boat? I seem not to find it any	Crash Bash
All-Star Slammin' D-ball	Agetec	401	56	Bloody Roar	Sony CEA	6091	6	where.	Crime Kitter
Alone in the Dark:				Bloody Roar 2	Sony CEA	****	21	Curtis Kausky	Critical Depth
The New Nightmare	Infogrames	****	47	Blues Big Musical	THQ	***	46	curtis909ldyahoo.	Cree
Alundra	Working Designs		4	Board Game: Top Shop	Agetec	****	45	com	Groc 2
Alundra 2	Activision	***	32	Bomberman Fantasy Race	Attus	991	19	Easy stuff, Curl	Crossroad Crisis
Animaniacs Ten Pin Alley	ASC		17	Bomberman Party Edition	Vatical	981	38	Just head to	Crusaders of Might & Magic
Animorphs: Shattered Reality	Infogrames	996	37	Bomberman World	Attus	001	13	As and and	CTR: Crash Team Racing
Ape Escape	Sony CEA	****	22	The Bombing Islands	Kemco	991	47	wi stress	CyberTiger
Apocalypse	Activision		16	Boombots	SouthPeak	991	27	and down the set	Dance Dance Revolution
5 Arc the Lad Collection	Working Designs		52	Bottom of the 9th '97	Konami	****	1		Dance Dance Revolution
After this game seemed like it wo			ıg 🥞	Bowling	Agetec	••	43	of steps on the left. Down there	Disney Mix
up the PS one charts. At least that	didn t take years o	pon years.	3	Brave Fencer Musashi	Square EA	****	15	you'll find a boat	Dance Dance Revolution:
Enjoy these two tricks.			1	Brayo Air Race	THQ	***	1	The best thing to	Konambo
Special Message	1924	A TO		Breakout	Hasbro	**	39		Danger Giri
Pull out that spectacular "Making		200		Breath of Fire III	Capcom	9001	9	if with it? Read what's written	Dark Omen
that's collecting dust, On Chapter			1	Breath of Fire IV	Capcom	****	40	абоче	DarkStalkers 3
for one minute and 28 seconds, a		AL THE	2	Brigandine	Atlus	****	15		Darkstone
pause You It get a special messag	e if you time it right	t.	8	Broken Sword	THQ	****	5	GTA3: TAKING A	Dave Mirra Freestyle BMX
Gobbledygook! It's bonus time			5	Broken Sward II	Crave	****	27	FREE TOUR	Dave Mirra Freestyle BMX:
When you're at the Making of Arc	the Lad collection of	nenu key, h	it B	Brunswick Circuit Pro Bowling	THQ	8801	13	Three of driving,	Maximum Remix
these buttons. Circle, Circle, X, Sq	uare, Square, Triang	rle, Circle, X	. 3	Brunswick Circuit Pro Bowling 2	THQ	****	31	driving, driving?	Dead in the Water
Square, Start. "Arc the Lad Slime"	Time!" pops up. It's	pretty muci	h of	Bug Riders	GT Interactive		3	Let the game do	Dead or Alive
checkers, but it stere your favorite		a comed	100	Bugs Bunny & Taz: Time Busters		***	41	the work for you.	Deathtrap Dungeon
Ascade Party Pak	Midway	****	28	Bugs Bunny Lost In Time	Infogrames	0001	23	Jump un top et a	Deception III: Dark Delusion
Arcade's Greatest Hits:				Builder's Block	Jaleco	0001	35	vehicle lyou may	Demolition Racer
Atari Collection 2	Midway	001	7	Burstrick Wake Boarding!!	Natsume	44	45	need to use	Destrega
Arcade's Greatest Hits:				Bushido Blade 2	Square EA	0001	14	drugs, walls bridges etc., but	Destruction Derby Raw
Midway Collection 2	Midway	••	4	Bust A Groove	989 Studios	****	16	that's your prob-	Devit Dice
Armered Core	Sony CEA	****	3	Bust A Groove 2	Enix	•••	36	() Jour prop	Diable

Armored Core:

Game	Publisher	Score	Essue
Bust-A-Move 99	Acclaim		19
Buzz Lightyear of Star Command	Activision	801 80 801 80 80	39
C: The Contra Adventure	Konami	84	12
c-12: Final Resistance	Sony CEA	901	58 15
Caesar's Palace II Card Games	Interplay Agetec	**	15 50
Cardinal SYN	Sony CEA	***	9
CART World Series	Sony CEA	****	3
Casper:			
Friends Around the World	Sound Source	01 0001	41
Castlevania Chronicles	Konami	***	50
Castlevania Symphony of the Night	Konami		2
Castrol Honda Superbike	Electronic Arts	**	21
Centipade	Hasbro		22
Championship Bass	EA Sports	*****	33
Championship Motocress 2001			
Featuring Ricky Carmichael	THQ	***	41
Championship Motocross Featuring Ricky Carmichael	THO		25
Championship Surfer	Mattel	***	41
Chessmaster II	Mindscape	****	23
Chicken Run	Eidos	***	41
Chocobo Racing	Square EA	•••	23
Chocobo's Dungeon 2	Square EA	001	29
Chrono Cross	Square EA	00000	36
Circuit Breakers Civilization il	Mindscape Activision		12
Clock Towar	Accin	****	18
Clock Tower II:	PASCAI		-
The Struggle Within	Agetec	060	28
Colin McRae 2.0	Codemasters		40
Colin McRae Rally	Sony CEA	****	30
Colony Wars	Psygnosis	*****	4
Colony Wars: Red Sun	Paygnosis	*****	31 14
Colony Wars: Vengeance Command & Conquer: Red Alert	Psygnosis	****	4
Contender	Sony CEA	****	17
Contender 2	Bami		41
Cool Boarders 2	Sony CEA	***	3
Cool Boarders 3	989 Studios	***	14
Cool Boarders 4	989 Studios	•••	27
Cool Boarders 2001	Sony CEA Bandai	•	39 32
Countdown Vampires Covert Ops: Nuclear Dawn	Activision	**	34
Crash Bandicoot 2	Sony CEA	****	3
Crash Bandicoot: WARPED	Sony CEA		15
Crash Bash	SCEA/Universal	861	39
Crime Kitter	Interplay	***	12
Critical Depth	GT Interactive	***	3
Croc 2	Fox Interactive Fox Interactive	0000 001	1 22
Crossmad Crisis	Magetec	-	50
Crusaders of Might & Magic	3D0		30
CTR: Crash Team Racing	Sony CEA	*****	26
CyberTiger	EA Sports	****	27
Dance Dance Revolution	Konami	****	42
Dance Dance Revolution	w1		49
Disney Mix Dance Dance Revolution:	Konami	****	49
Konamix	Konami	***	57
Danger Giri	THQ	001	39
Dark Omen	Electronic Arts		9
DarkStalkers 3	Capcom	****	16
Darkstone	Take 2	****	43
Dave Mirra Freestyle BMX	Acclaim	****	38
Dave Mirra Freestyle BMX: Maximum Remix	Acclaim	**1	67
Dead in the Water	ACCIAIM	901	17
Dead or Alive	Тесто	*****	8
Deathtrap Dungeon	Eldos	881	9
Deception III: Dark Delusion	Tecmo	****	31
Demolition Racer	Infogrames	****	26
Destrega Destruction Derby Raw	Koel	****	16 39
Destruction Derby Raw Devit Dice	Midway THO	****	39 13
Diable	Electronic Arts	****	8
Die Hard Trilogy: Viva Las Vegas			31



ΗÜ

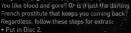
Vanilla Sky DVD

Outtake city and Tom Cruise is the mayor Vanilla Sky was great. Maybe you didn't "get it." but here's how to find an egg:

- From there select Photo Galleries.
- . The cursor will be at Audio Introduction by Photographer Neal Preston. Press Up. It will
- highlight Special Features. . Press Right to illuminate the mask on the

From Hell DVD

Stephen Knight interview uncovered



- . Go to Absinthe Makes the Heart Grow Fonder cal instrument.
- · Press X to see a Stephen Knight interview

How High DVD

Wasn't this just in theaters?

you bought the DVD. The reason? We have no

- parthly idea. Here's a fun egg to find, though · Go to the second bonus material screen.
- the blackboard
- to keep searching.
- five times until the girl's book limits up. · Press X and you will get another message to
- . Go to the next bonus screen, highlight Back, list don't select it.
- . On the same bonus screen (the third one
- highlight DVD newsletter, but, again, don select it.
- · Press Right and the small 420 between the
- girls will light up

Reservoir Dogs DVD

Heard about the hidden Tarantino interview? We have, and although his career has gone way south, you can I langue the legend of this flick Here are the steps to his hidden interview.

- man's ear (tied to the chair).
- · A "Hidden Features" menu will appear. · Access the interview

Star Wars: Episode | SE DVD We couldn't resist giving you this one

- . Select Deleted Scenes Only

- . See a small highlighted box? Press X.

				_
	Digimon Digital Card Battle	Bandai	***	48
	Digimon Rumble Arena	Bandai	-	- 65
ı	There's not much to say to those of	f you who are sea	rching for t	HEBE
	codes, except that we're sorry that	you're a Digimon	fan. Oh we	M. E
	Omnimon: SERIUS			-50
	Salientmon: KIMJOY			200
ı	WarGreymon, QRIOUS			-
	Sakuyamon: KENSAN			*
	ImperailDramon: LINMON			70
	MegaGargemon: MINNYN			
	Maperal/Dramon Palidin-Medic ROY	BOV	1000	100
	Organion World	Bandai	-	36
	Digimon World 2	Bandai	••	46
	Digimon World 3	Bandai		57
	Dino Crisis	Capcom	****	25
	Dino Crists 2	Capcom	90000	38
	Disney's Dinosaur	Ubi Soft	44	36
	Donald Duck: Goln' Quackers	Ubi Soft	***	39
	Downhill Mountain Bike Racing	Activision	401	27
	Dracula: The Last Sanctuary	DreamCatcher		56
	Dracula: The Resurrection	DreamCatcher	886	48
	Dragon Bell GT	Bandai	••	4
	Dragon Tales: Dragon Seek	NewKidCo	44	45
	Dragon Valor	Namco	***	38
	Dragon Warrior VII	Enix	*****	51
	Dragonseeds	Jaleco	••	15
	Di	GT Interactive	****	24
	Briver 2	Infogrames	****	40
	Viva Las Vegas			2

Score Issue

The Construction Site doesn't lead you to the secret car like the areas did in both Chicago and Havana, Instead, it's more of a weint plot of land to just drive around and smash into stuff. Follow these us and you'll be there in no time!)

This area can be found rather easily. Bust through the fence, en proceed straight and jump the ramp that leads over the concrete barrier. Once you're over it, you've entered the secret area.

First, flick the switch near the fence (see ocation on map) and it will open up a gate as you return to the street second, hang a right on your way back from hitting the switch and you'll see the

opened gate. Pass through and you'll find your new pickup truck. "Look, mawr, I gots me a newr pigguh truh!

The invincibility cheat renders you nune to all forms of damage. The cops

will still chase you and smash into you, but your damage meter will To gain access to the Invincibility Cheat in your main menu, all

ou need to do is find the hidden switch located across the street

Then, once you're there, hop out of your car and look for the eign that says "Bingo." Go to the left of the sign and flip the switch reen the two black doors--just make sure to save your game to

Ducati World
Championship Racing
Parks Hukam: I and of the I

The Emperor's New Gr

ESPN MLS GameNight

Championship Racing	Accisim	
Duke Nukem: Land of the Babes	infogrames	
Duke Nukem: Time to Kill	GT Interactive	
Duke Nukem: Total Meltdown	GT Interactive	***
Dukes of Hazzard	SouthPeak	84
Dukes of Hazzard II:		
Daisy Dukes It Out	SouthPeak	••
Dune 2000	Electronic Arts	01
EA Sports Supercross	EA Sports	****
Eagle One: Harrier Attack	Infogrames	***
Echo Night	Agetec	***
ECW Anarchy Rulz	Acciaim	•
ECW Hardcore Revolution	Acciaim	•4
Ehrgeiz	Square EA	****
Einhänder	Sony CEA	****
Elemental Gearbolt	Working Designs	
Eliminator	Psygnosis	01

SCEA

E.T. the Extra-Terrestrial:		
Interplanetary Mission	NewKidCo	4
Eternal Eyes	Grave	•4
Evil Dead: Hail to the King	THQ	991
Evil Zone	Titus	***
Expendable	Infogrames	-1
F1 2000	EA Sports	****
F1 Championship Season	EA Sports	****
F1 Racing Championship	Ubi Soft	991
Family Foud	Hasbro	***
Family Game Pack	300	991
Fantastic Four	Acciaim	••
Fatal Fury: Wild Ambition	SNK	01
Fear Effect	Eldos	00001
Fear Effect 2: Retro Helix	Eidos	*****
Felony 11-79	Ascii	***
FIFA 98	EA Sports	9991
FIFA 99	EA Sports	*****
FIFA 2000	EA Sports	*****
FIFA 2001 Major League Soccer	EA Sports	*****
The Fifth Element	Activision	
Fighter Maker	Agetec	9001
Fighting Force	Eidos	***
Fighting Force 2	Eidos	••
Final Fantasy Anthology	Square EA	*****
Final Fantasy Chronicles	Sony CEA	****
Fina, Fantasy IX	Square EA	
Final Fantasy Tactics	Sony CEA	****
Final Fantasy VII	Sony CEA	
Final Fantasy VIII	Square EA	
Fisherman's Bait	Konami	0001
Fisherman's Bait 2: Big Of Bass	Konami	
Flintstones Bedrock Bowling	SouthPeak	•
Ford Racing	Empire	
Formula 1 '98	Psygnosis	****
Formula One '99	Psygnosis	0001
Forsaken	Acclaim	****
Fox Soorts Golf 199	Fox Interactive	
Fox Sports Soccer '99	Fox Interactive	991
Freestyle Boardin' '99	Capcom	991
Freestyle Motocross:	опрови	•••
McGrath vs. Pastrana	Accialm	
Frogger	Hashro	
Frogger 2: Swampy's Revenge	Hasbro	***
Front Mission 3	Square EA	*****
Future Cop L.A.P.D.	Electronic Arts	***
6-Police	Payanosis	*****
G-Police 2	Paygnosis	****
G.Darius	THO	****
Galaga: Destination Earth	Hashro	
Galerians	Crave	801
Gallop Racer	Tecmo	901
Gauntiet Legends	Midway	901
Gekida	Interplay	900
SPUTPHEN	methral	

54 38 41

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20

is this the best game ever on the PS one? It makes for an interest ing argument. To bring you back to where it all started, or at least to the game that came out after it all started, check these tips

THO

Sony CEA

Sony CEA

Accorde tracking Rotain all licenses in Simulation mode on disc two, including the Super License to get more Arcade mode tracks.

Gex: Deep Cover Gacko

Gex: Enter the Gecke

Ghost in the Shall

Gold and Glory: The Road to El Dorado

14

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32

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21 8

11

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40

Enter the Gran Turismo League race events until reaching the Pacific eague races. Then, enter the Midfield Raceway event to be awardod with an R*Nissan 300ZX GTS FedEx race car. Gets you there on time, every time. Except in the case of Cast Away

March Martin or AMERICAN WE FORG THURSD

To obtain this car, you must first purchase a Ford Taurus and then

Grand Theft Auto Take 2 10 Grand Theft Auto 2

We'd love to keep churning out new codes, but this game is already 100 years old (or close). So these repeats will have to do for now. Master of your domain

Enter these names to get the following items. You're a superstar gangster now!

10,000,000 Points: BIGSCORE All Weanage MAYARONE Orive A Bus: FARE

Easy Money: MUCHCASH Level Select: ITSALLUP Most Wanted: DESIRES Multiplier x5: HIGHFIVE No Police: LOSEFEDS



Show Coordinates: WIIGGLES rbo Mode: IGNITION

INLINO MODE: IGNITION			3
Molimited Energy: LIVELONG	a contrato	the manual	Maria
Grand Theft Auto: London 1969	Rockstar	801	22
Grand Your Racing '96	Activision	***	- 1
Grandia	Sony CEA		26
Granstream Saga	THO	***	10
The Grinch	Konami/Universal	01	39
Grind Session	Sony CEA	****	34
Grudge Warriors	Take 2		34
Guardian's Crusade	Activision		19
Gundam Battle Assault	Bandai	***	40
Gunflahter:	Guirieu	***	70
The Legend of Jesse James	Ubi Soft		52
HardBall '99	Accolade	81	15
Harry Potter and the	According		10
Sercerer's Stone	EA Games		53
Harvest Moon: Back to Nature	Natsume	***	40
HBO Boxing		0001	
	Acciaim	••	41
Heart of Darkness	Interplay	****	13
Hello Kitty's Cube Frenzy	NewKidCo	991	20
Herc's Adventures	LucasArts	•••	2
High Heat Baseball 2000	300	•	22
High Heat Major			
League Baseball 2002	3D0	****	43
Hogs of War	Infogrames	****	38
Hooters Road Trip	Ubl Soft	4	55
Hoshigami: Ruining Blue Earth	Atlus	001	53
Hot Shots Golf	Sony CEA	****	7
Hot Shots Golf 2	Sony CEA	8884	30
Hot Wheels Turbo Racing	Electronic Arts	991	25
Hydro Thunder	Midway		31
IHRA Drag Racing	Bethesda		53
In Cold Blood	DreamCatcher		49
Incredible Crisis	Titus	0001	38
Inspector Gadget:			
Gadget's Crazy Maze	Ubi Soft		50
Intelligent Qube	Sony CEA	***	2
Intellivision Classic Games	Activision	91	28
Int'l. Superstar Soccer '98	Konam)	*****	11
Int'l. Track & Field 2000	Konami	****	27
Invasion From Beyond	GT Interactive		19
Iron Soldier 3	Votical		35
Irritating Stick	Jaleco	***	18
ISS Pro Evolution	Konami	*****	35
The Italian Job	Rockstar	•••••	57
Jackie Chan Stuntmaster	Midway	****	30
Jade Cocoon	Crave	0001	23
Jarrett & LaBonte	Grave	***	23
Stock Car Racing	Codemasters		38
Jeopardy!		****	
	Hasbro	****	17
Jeopardyl 2	Hasbro	****	29
Jeremy McGrath			
Supercross 2000	Acciaim	01	38
Jersey Davil	Sony CEA	••	10
Jet Moto 2	Sony CEA	0001	3
Jet Moto 3	989 Studios	9691	26
Jimmy Johnson VR Feetball	Interplay	••	2
Jojo's Bizarre Adventure	Capcom	*****	31
Juggernaut	Jaleco	••	26
K-1 Grand Prix	Jaleco	0001	28
	Jaleco	004	18
Kagero: Deception 11	Tecmo	*****	14

REPLAY

FORUM

lem). Then, stand will, of course. vary based on the vehicle, area time of day, etc You may notice you will slowly inch forward on top of the vehicle, so you will peri-odically need to step back.

drogers.com

SSX TRICKY NEW 'CUTS In Merquery City, take the red sign shortcul through that garage with the cars (the one about halfway down the cou Go through the tunnel, hop onto the first building Immediately turn left and hop

onto the adjacent

hailding • Get some speed, go up the rail, and if you do it right, you'll get beamed up by an ation! He II put you in the woods about 30 second ahead of everyone else, easily making this the shortcut in the

Jonathan

SSX TRICKY You guys neve wrote about the best shortcut for Garibaldi! Here's how it goes

• Halfway through
the track, there
will be a fork with
a blue arrow to the left, and a red arrow to the right • Go right.

After about 10 seconds, you'll

2002 FIFA World Cup: Win it all



Speed Kills

· Sub-way, Your Way

To American sports fans removing your star benches! and get to hitting the Turbo button as madly as needed to score the Golden Goal.

. Shooting Star



Analogous

an surprise the goalie and curve the lazie

. Fake Out

. Showing Off



. All World

which get the best players from each continent But to unlock them, you'll have to win. Below

All-Americas feam: Win Cup with a team

All-European team: Win Cup with a team

All-Asian team: Win Cup with a team from

All-Africa team: Win Cup with a team from

All-World team: Unlock every one of the



GTA3: SOME TOUGH STUFF

The game is still red hot, but you still can't finish it? No longer! Plus, try flying a tank!



Joey's hat rod

Wild rides

Joey's Hot BF Injection

- · Get to Staunton Island phone calls and first dropped off

Mr. Whoopee and the Flatbed

- . Start a Vigilante or Firetruck
- . Look around for them during the



OK, so we had a bad takeoff, but it works!

Flying Artillery

To fly the Tank, find an open road.

use the Up button exercit to sand



Hitting Salvatore

- Load up your sniper rifle and



You're soooo close

Hopping atop Liberty **Pharmaceuticals**

Pharm (the building on the oppo







		Publisher	Score I	ssue	Game	Publisher	Score	Issu
Kartia		Attus	****	12	MLB 98	Sony CEA		1
Kensel Sacre	ed Fist	Konami	-	17	MLB 99	Sony CEA	****	-
Kickboxing	041101	Agetec	•	58	MLB 2000	989 Studios	****	21
Killer Loop		Crave		27	MI 8 2001	989 Studios	000	3
King of Fight	tore 500	Anetec	****	41	MLB 2002	Sony CEA		di
KISS Pinball		Take 2	91	46	MLBPA Bottom of the 9th '99	Konami	****	1
Klonoa		Namco		6	Mobil 1: Rally Championship	Electronic Arts	***	3
				16		Ubi Soft		2
Knockout Kin		EA Sports	0001		Monaco Grand Prix		0001	
Knockout Kir		EA Sports	****	27	Monkey Hero	Take 2	**	1
Knockout Kir		EA Sports	****	39	Monkey Magic	Sunsoft	•	2
Konami Arca	ade Classics	Konami	***	23	Manapay	Hasbro	***	
Koudelka		Infogrames	***	35	Monster Rancher 2	Tecmo	****	2
Kurt Warner'	's Агела				Monster Rancher Battle Card:			
Football Un	rleashed	Midway	***	34	Episode II	Tecmo	****	3
The Land Be	fore Time:				Monster Rancher Hop-A-Bout	Тесто		4
Great Valle	y Racing Adventure	TDK Mediactive		46	Monster Seed	Sunsoft	001	2
The Land Be		101111102120210			Monsters, Inc.	Sony CEA	****	6
	he Great Valley	Sound Source		39	Mort the Chicken	Crave	81	4
				57		Midway	#1	3
	J/ Commando Sar		4		Mortal Kombat: Special Forces			
	am Soul Reaver	Eidos	00001	25	Moria Kombat 4	Midway	****	1
	of Dragoon	Sony CEA	*****	34	Moto Racer	Electronic Arts	00000	. :
Legend of Le		Sony CEA	****	19	Moto Racer 2	Electronic Arts		1
Legend of M		Square EA	001	35	Moto Racer World Tour	Infogrames		4
Lego Island :					Mateerine Minnin	Talis F		-
The Brickst	ter's Revenge	Lego Media		46	This game stinks, you shouldn't h	ave bought it. There	are bette	r \$1
Lego Rock R	Raiders	Lego Media		37	games around. Go find them.	and an area		
The Lion Kin		-			Motorhead	Fox Interactive		14
	ighty Adventure	Activision	86	42	Mr. Domino	Acciaim	0001	1
The Little Me		THO	****	39	Mr. Driller	Nameo	****	3
Lode Runner		Natsume	001	4	Ms. Pac-Man Maze Madness	Nameo		3
Looney Tune		Infogrames	001	39	MTV Music Generator	Codemasters	****	2
						OGGGHIDGIGIO		-
	es: Sheep Raider	Infogrames	001	51	MTV Sports: Pure Ride	THQ	0001	3
The Lost Wo					MTV Sports: Skateboarding			
Jurass c Pa		Electronic Arts	•	2	featuring Andy MacDonald	THQ		3
Lunar: Silver	r Star				MTV Sports: Snowboarding	THQ	0001	2
Story Comp		Working Designs	10000	22	MTV Sports:			
Lunar 2; Eter	rnal Blue Complete	Working Designs		40	T.J. Lavin's Ultimate BMX	THQ	••	4
Madden NFL	. 98	EA Sports	****	2	The Mummy	Konami	004	4
Madden NFL	. 99	EA Sports	*****	13	Muppet Monster Adventure	Midway		3
Madden NFL		EA Sports		25	Muppet Bace Mania	Midway		3
Madden NFL		EA Sports		37	N.GEN Racing	Infogrames	991	3
Madden NFL		EA Sports	*****	49	N20	Fox Interactive	**	1
	hic: Unification	Take 2		52	Nagano Winter Olympics '98	Konami	**	٠,
		74110				10011111111		
Marvel Supe		Capcom		2	NASCAR 98	EA Sports	****	
Marvel Supe					NASCAR 99	Electronic Arts	****	1-
Street Fight	1007	Capcom	****	18	NASCAR 2000	EA Sports	****	2
Marvel vs. C		Capcom	001	30	NASCAR 2001	EA Sports	901	3
Mary-Kate a	and Ashley:				NASCAR Heat	Hasbro		4
Magical My	ystery Mall	Acclaim	0001	40	NASCAR Rumble	Electronic Arts		3
Mary-Kate a	and Ashlev:				NASCAR Thunder 2002	EA Sports		5
Winners Cir		Acclaim		45	NBA Fastbreak '98	Midway		
Mass Destru		ASC		3	NBA Hoogz	Midway	***	4
Mat Hoffmar		Activision	****	45	NBA In the Zone '98	Konami	***	4
		,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,	01	45			***	
Maximum Fo	OICE	Midway	01	3	NBA in the Zone '99 NBA in the Zone 2000	Konami		1
		Playmates				TEOTICI III	901	2
Medat 3t Ho		Electronic Arts	0000	27	NBA Live 98	EA Sports	*****	
	in or independent and	Electronic Arts	****	39	NBA Live 99	EA Sports	****	10
MediEvil		Sony CEA	****	14	NBA Live 2000	EA Sports		2
MediEvil II		Sony CEA		32	NBA Live 2001	EA Sports		3
Mega Man L	.egends	Capcom	****	12	NBA Live 2002	EA Sports		5
Mega Man L	egends 2	Capcom	0001	39	MBA ShootOut 98	Sony CEA		
		Capcom	***	4	MBA ShootOut 2000	989 Studios		3
Mega Man X		Capcom	0001	41	NBA ShootOut 2001	989 Studios	881	3
			***	53	NBA ShootOut 2002	Sony CEA	9001	5
Mega Man X		Cancom		~~		JULY DEA		2
Mega Man X Mega Man X	(6	Capcom	•••		MDA Chaudimo, NDA or NAC	Milduran		
Mega Man X Mega Man X Men In Black	(6 k-			5/	NBA Showtime: NBA on NBC	Midway	•••	
Mega Man X Mega Man X Men In Black The Series:	(6 k– : Crashdown	Infogrames	•••	54	NBA Tonight	ESPN Digital	***	1
Mega Man X Mega Man X Men In Black The Series: Metal Gear S	(6 k– : Crashdown Solid	Infogrames Konami	•••	14	NBA Tonight NCAA Final Four '99	ESPN Digital 989 Studios	***	1
Mega Man X Mega Man X Men In Black The Series: Metal Gear S Metal Gear S	(6 k- : Crashdown Solid Solid VR Missions	Infogrames Konami Konami	***	14 25	NBA Tonight NCAA Final Four '99 NCAA Final Four 2000	ESPN Digital 989 Studios 989 Studios	***	1 1 2
Mega Man X Mega Man X Men In Black The Series: Metal Gear S Metal Gear S Metal Stug X	(6 k– : Crashdown Solid VR Missions K	Infogrames Konami Konami Agetec	***	14 25 43	MBA Tonight NCAA Final Four '99 NCAA Final Four 2000 NCAA Final Four 2001	ESPN Digital 989 Studios 989 Studios Sony CEA	***	1 2 4
Mega Man X Mega Man X Men In Black The Series: Metal Gear S Metal Gear S Metal Slug X Micro Machi	K6 k- : Crashdown Solid VR Misslons K Ines	Infogrames Konami Konami	***	14 25	NBA Tonight NCAA Final Four '99 NCAA Final Four 2000	ESPN Digital 989 Studios 989 Studios	****	1 1 2
Mega Man X Mega Man X Men In Black The Series: Metal Gear S Metal Gear S Metal Stug X	K6 k- : Crashdown Solid VR Misslons K Ines	Infogrames Konami Konami Agetec	***	14 25 43	MBA Tonight NCAA Final Four '99 NCAA Final Four 2000 NCAA Final Four 2001	ESPN Digital 989 Studios 989 Studios Sony CEA	**** **** ***	1 1 2 4
Mega Man X Mega Man X Men In Black The Series: Metal Gear S Metal Gear S Metal Slug X Micro Machi	(6 k- : Crashdown Solid Solid VR Missions K Ines	Infogrames Konami Konami Agetec Midway	**** **** **** ****	14 25 43 5	NBA Tonight NCAA Final Four '99 NCAA Final Four 2000 NCAA Final Four 2001 NCAA Football 98	ESPN Digital 989 Studios 989 Studios Sony CEA EA Sports	**************************************	1 1 2 4
Mega Man X Mega Man X Men In Black The Series: Metal Gear S Metal Gear S Metal Stog X Micro Machi Micro Mania	K6 K- : Crashdown Solid VR Missions K Ines acs Boxing	Infogrames Konami Konami Agetec Midway Codemasters	***	14 25 43 5 32	NBA Tonight NCAA Final Four '99 NCAA Final Four 2000 NCAA Final Four 2001 NCAA Footbell 98 NCAA Football 99 NCAA Football 2000	ESPN Digital 989 Studios 989 Studios Sony CEA EA Sports EA Sports	**************************************	1 2 4 1 2
Mega Man X Mega Man X Men in Blaol The Series: Metal Gear S Metal Stog X Micro Machi Micro Mania Mike Tyson I	K6 K- : Crashdown Solid VR Missions K Ines acs Boxing entures	Infogrames Konami Konami Agetec Midway Codemasters Codemasters	***	14 25 43 5 32 39	NBA Tonight NGAA Final Four '99 NCAA Final Four 2000 NCAA Final Four 2001 NCAA Footbell 98 NCAA Footbell 99 NCAA Footbell 2000 NCAA Footbell 2000	ESPN Digital 989 Studios 989 Studios Sony CEA EA Sports EA Sports EA Sports	**** **** **** **** **** **** **** ****	1 1 2 4 1 2 3
Mega Man X Mega Man X Men In Black The Series: Metal Gear S Metal Stug X Micro Machi Micro Manha Mike Tyson I The Misadve of Tron Bon	(6 k- : Crashdown Solid VR Missions K Ines acs Boxing entures	Infogrames Konarni Konarni Agetec Midway Codemasters Codemasters	**** **** ****	14 25 43 5 32 39	NBA Tonight NGAA Final Four '99 NGAA Final Four 2000 NGAA Final Four 2001 NCAA Football 98 NCAA Football 99 NCAA Football 2000 NCAA Football 2001 NCAA GameBreaker 99	ESPN Digital 989 Studios 989 Studios Sony CEA EA Sports EA Sports EA Sports EA Sports Sony CEA	**************************************	1 2 4 1 2 3
Mega Man X Mega Man X Men In Black The Series: Metal Gear S Metal Stug X Micro Machia Micro Mania Mike Tyson I The Misadva of Tron Bon Miss Spider*	(6 k- : Crashdown : Crashdown Solid VR Missions (Innes acs Boxing entries nne	Infogrames Konami Konami Agetec Midway Codemasters Codemasters Capcom Simon & Schuster		14 25 43 5 32 39	NBA Tonight NGAA Final Four '99 NGAA Final Four 2000 NCAA Final Four 2001 NCAA Football 98 NCAA Football 99 NCAA Football 2000 NCAA Football 2000 NCAA Football 2001 NCAA GameBreaker 98 NCAA GameBreaker 98	ESPN Digital 989 Studios 989 Studios Sony GEA EA Sports EA Sports EA Sports EA Sports Sony CEA 989 Studios	000 0001 00 00 00 00001 0000 0000	1 2 4 2 3
Mega Man X Mega Man X Men In Black The Series: Metal Gear S Metal Stug X Micro Machi Mike Tyson I The Misadve of Tron Bon	(6 k- k- Crashdown Selid Solid VR Missions K Ines Sacs Boxing Seltures Inne Size Party	Infogrames Konarni Konarni Agetec Midway Codemasters Codemasters	**** **** ****	14 25 43 5 32 39	NBA Tonight NGAA Final Four '99 NGAA Final Four 2000 NGAA Final Four 2001 NCAA Football 98 NCAA Football 99 NCAA Football 2000 NCAA Football 2001 NCAA GameBreaker 99	ESPN Digital 989 Studios 989 Studios Sony CEA EA Sports EA Sports EA Sports EA Sports Sony CEA	**************************************	1 1 2 4 1 2 3 3 1 2 3

PS2 GREATEST HITS

GRAN TURISMO 3: A-SPEC

Shouter's Corner

You can't cheat your way to a top license, but you can get one up on your competition during a real race. Certain-tracks—like Apricot Hill and Trial Mountain—have

Mountain—have chicanes on them that are not some to do a little "agricultural racing" and cut corners by driving through the grass or dirt surrounding them. It's not the most noble way to wime arace, but we're in this for fun and profit, not to gain the respect of a bunch

profit, not to gain the respect of a burich of faceless competitors. Right? Also, try using other cars as



ment into a turn and want to get past him, don't use your brake. Instead, hit him is he slows down for the turn. It should put him into the well and slow you down enough to make the turn comfortably. Likewise, if you're in a turn and, have a van in the policide of you, accolorate early. Don't worry if you start to eside you, since the car beside you will keep you on the track. Of course, he alight hit the wall in the process. Oh well, them's the breaks.

Jiffy Lube

Change your oil after every race or series in Gran Turismo mode. When your oil light comes on, you can bet your car's about 20hp less powerful. That may not sound like a lot, but its usually the difference between first or second place in the Professional.



SMUGGLER'S RUN

Mission 33-Repo Man Blues

Here's where it all begins. This is where Smuggler's experts are born. We suggest using the SUV because you're going to get banged around sitly.

First, drop off the cliff where you start, then hop onto the dirt path. Then

go west over the mountain and down to the lake. Now go to the paved read once the trail ends, then follow it west (around the lake).

When you get to the road intersection, drive southwest off the road and find the first checkpoint. After you hit it, go southeast. You see the two val-

find the first checkpoint. After you hit it, go southeast. You see the two vai leys between bip filles? Oo to the left since the one on the right is coadblocked. Now go south, following the arrow until you arrive at the river. Drive across the waterway to find a dropoff point near the redwood forest After tagging it, drive east on the river. Remember to stay high on the hill sintil you find the peak. Then jump from the peak onto the road.

Follow the road northwest for a spell, then go northwest over the fill, when the road takes a turn to the left. Use the flattest path in this area.

You'll find the next checkpoint in a valley.

Now head northwest on the dirt road, then east on the paved one, there into the tunnel. Watch out for a roadblock at the end of the tunnel. After getting past that mess, go east across the hills until you get to the next checkpoint. Then spin a quick 180 and drive back through the tunnel you came from. Follow the road east, then sound and you'll find the finish. The road may feet slow, but it's easier than crossing the mountains with the law on your tail.

Taking the Contraband Back

Instead of chasing these guys all over the countryside, here's a trick that'll thelp you get the contraband to your base before they can get it to theirs. Instead of chasing, just wait at the anemy dropoff (the one with blue flares). When they try to get to their base, they If hit you, turn over the gloods, and you can motor to your stropoff. If works wonders.





THE ITALIAN JOB: TURIN/ALPS

Turin is tough, but it features arguably the greatest mission of any game ever made





Torino Tours: Quick left



Mafia Mania: Head into the exit ramp on the right



Maf. Mania: U-turn here



Maf. Mania: Go right



Convoy: Avoid the law



Home Free: The big jump

TORINO TOURS

This mission is little more than a sightseeing tour, but it'd be nice if

MAFIA MANIA

TRAFFIC TAPE CAPER

INTERFERENCE

THE GETAWAY

RED. WHITE & BLUE

You have to stay close to the truck

HOME FREE



Getaway: Early shortcut



Getaway: The key ramp





Game	Publisher	Score	issue	Game	Publisher	Score	Issue	
NCAA March Madness 99	EA Sports	***	18	Pro Pinball: Big Race USA	Empire	0001	37	
NCAA March Madness 2000	EA Sports	****	29	Pro Pinball: Fantastic Journey	Empire		37	
NCAA March Madness 2001	EA Sports	••	41	Pro Pinball: Timeshock!	Take 2	•	10	
Nectaris: Military Madness	Jaleco	****	17	Psybadek	Psygnosis	**	15	
Need for Speer UI	Electronic Arts	****	8	Punky Skunk	Jaleco	•••	6	
fleed for Spn High Stakes	Electronic Arts	*****	20	Putter Golf	Agetec	•	53	
Need for Speed.				Puzzle Star Sweep	Agelec	**1	43	
Porsche Unteashed	Electronic Arts	****	33	Q*bert	Hasbro	001	28	
Need for Speed: V-Rally	Electronic Arts	-1	3	Quake II	Activision	****	27	
Need for Speed: V-Raily 2	Electronic Arts	0001	28	R-Type Delta	Agetec	****	23	
Newman/Haas Racing	Psygnosis		7	R-Types	Ascii		17	
The Next Tetris	Hasbro	***	24	R4: Ridge Racer Type 4	Namco		20	
HFL B. IZ	Midway	00000		Racing	Agetec	•	43	
NFL B tz 2000	Midway	00000	-	Railroad Tycoon II	Take 2		30	
NFL Blitz 2001	Midway	-	38	Rainbow Six	Red Storm	•	27	
NFL GameDay 98	Sony CEA	00000	1	Rally Cross 2	989 Studios	****	15	
NFL GameDay 99	989 Studios	****	13	Rampage	Midway	991	4	
NFL GameDay 2000	EA Sports	****	25	Rampage 2: Universal Tour	Midway	•	21	
NFL GameDay 2001	989 Studios		37	Rampage Through Time	Midway	•4	36	
NFL GameDay 2002	Sony CEA	••	49	Ray Tracers	THO	***	5	
NFL Xtreme	989 Studios		11	RayCrisis	Working Designs		38	
NFL Xtreme 2	989 Studios	01	24	Rayman 2: The Great Escape	Ubi Soft	****	35	
NHL 98	EA Sports	****	2	Rayman Brain Games	Ubi Soft		50	
NHL 99	EA Sports		16	Rayman Rush	Ubi Soft		57	
NHL 2000	EA Sports	****	26	Razor Freestyle Scooter	Crave		41	
NHL 2001	EA Sports	****	38	RC de GO!	Acclaim		40	
NHL Blades of Steel 2000	Konami		28	RC Revenge	Acclaim	1800	37	
NHI, Breakaway 98	Acclaim	***	2	RC Stunt Copter	Titus	****	25	
NHL Championship 2000	Fox Interactive	***	27	Re-Volt	Acclaim		26	
NHL FaceOff 98	Sony CEA	00000	2	Ready 2 Rumble	Midway	1000	27	
NHL FaceOff 99	989 Studios	****	14	Ready 2 Rumble Round 2	Midway	•••	40	
NHL FaceOff 2000	989 Studios	****	26	Red Asphalt	Interplay	•1	3	
NHL FaceOff 2001	Sony CEA	*****	38	Rees Fishing	Natsume	***	3	
NHL Rock the Rink	Electronic Arts	****	32	Reel Fishing II	Natsume		34	
Nick Toons Racing	Infogrames	•••	48	Resident Evil. Director's Cut	Capcom	***	2	
Nightmare Creatures	Activision		3	Resident Ewil 2	Capcom		6	
Nightmare Creatures II	Konami		33	Resident Evil 2 Dual Shock	Capcom		13	
Ninja: Shadow of Darkness	Eldos		15	Resident Evil 3 Nemesis	Capcom	*****	27	
Nuclear Strike	Electronic Arts	*****	3	Resident Evil Survivor	Capcom	•1	38	
O.D.T.	Psygnosis	00	15	Rhapsody: A Musical Adventure	Atting	***	35	
Odew, cld: Abe's Expeddus	GT Interactive		15	Rising Zan	Agetec	****	24	
Oddworld Abe < Oddysee	GT Interactive	****	1	Risk	Hasbro	****	11	
Omega Boost	Sony CEA		25	Rival Schools	Capcom	****	14	
One	ASC		4	Riven: The Sequel to Myst	Acclaim		6	
One Piece Mansion	Capcem	-1	50	Road Rash 3D	Electronic Arts	•••	11	
Pac-Man World	Nameo	*****	25	Road Rash: Jail Break	Electronic Arts		30	
Pandemoniumi 2	Midway		3	Rock 'Em Sock 'Em Robots	Manten	***	41	
Panzer Front	Agetec		51	Rocket Power				
PaRappa the Rapper	Sony CEA		2	Team Rocket Rescue	THO		5	
Parasite Eve	Square EA		12	Roque Trip	GT Interactive		14	
Parasite Eve II	Square EA		37	Roll Away	Psygnosis	*****	13	
Persona 2: Eternal Punishment	Atlus	****	41	Rollcage	Psygnosis		19	
Peter Jacobsen's				Rollcage Stage II	Psygnosis		31	
Golden Tee Golf	Infogrames		41	Romance of the				
PGA Tour 98	E A Sports	***	3	Three Kingdoms VI	Koei		30	
Pipe Dreams 3D	Empire Int.		52	Roswell Conspiracies:				
Pitfall 3D	Activision	••	9	Aliens, Myths & Legends	Red Storm		48	
Play With The Teletubbies	Knowledge Adv.	••	36	RPG Maker	Agetec		35	
Pocket Fighter	Capcom	****	11	Rugrats: Totally Angelica	THQ		48	
Point Blank	Namce		6	Rugrats in Paris: The Movie	THQ	•••	41	
Point Blank 2	Nameo		20	Runabout 2	Hot-B		36	
Point Blank 3	Nameo	****	44	Running Wild	989 Studios		14	
Polaris SnoCross	Vatical	991	38	Rushdown	Electronic Arts	••	19	
Pong	Hasbro		27	Sabrina, the Teenage Witch:				
Pool Hustler	Activision	****	15	A Twitch in Time!	Knowledge Adv.	4	45	
Populous: The Beginning	Electronic Arts	00	21	SaGa Frontier	Sony CEA	****	8	
Porsche Challenge	Sony CEA	0001	1	SaGa Frontier 2	Square EA	****	29	
Power Play Sports Trivia	Ubi Soft		58	Saiyuki: Journey West	Koei	0001	47	
Power Rangers				Saltwater Sportfishing	Agetec		52	
		91	40	Sammy Sosa			-	
Lightspeed Rescue	THQ			High Heat Baseball 2001	3D0	••	32	
Lightspeed Rescue Power Shovel	THQ Acciaim	***	49					
		***	49 5	Sammy Sosa Softball Slam	300		33	
Power Shovel	Acciaim				300	••	33	
Power Shovel Power Soccer 2	Acciaim			Sammy Sosa Softball Slam	300 SNK	80	33	
Power Shovel Power Soccer 2 Power Spike Pro Beach Volleyball The Powerpuff Girls:	Acciaim Psygnosis	•••	5	Sammy Sosa Softball Slam Samurai Shodown:			-	
Power Shovel Power Soccer 2 Power Spike Pro Beach Volleyball	Acciaim Psygnosis	•••	5	Sammy Sosa Softball Slam Samurai Shodown: Warrior's Rage			-	
Power Shovel Power Spike Pro Beach Volleyball The Powerpuff Girls: Chemical X-Traction Poy Poy	Acciaim Psygnosis Infogrames Bam! Konami	•••	5 41	Sammy Sosa Softball Slam Samurai Shodown: Warrior's Rage Scooby-Doo and the	SNK	e4	36	
Power Shovel Power Soccer 2 Power Spike Pro Beach Volleyball The Powerpuff Girls: Chemical X-Traction	Accialm Psygnosis Infogrames Bam!	***	5 41 51	Sammy Sosa Softball Stam Samurai Shodown: Warrior's Rage Scooby-Doo and the Cyber Chase	SNK THQ	e4	36 52	

see a blue *Trick* sign. Go through it and Rahzel wil

If and Rahzel will, asy Prepare for somethin big.

• If If look like you're on the Untracked course. Follow it down until you see another blue sign. If you want to get back to the track sooner take if, but I rec. ommend staying on the powder.

• You'll come to several gaps will some to several gaps will several gaps wi

You'll come to several gaps with a lot of nice trick opportunities. Clear each pap (there are five or six), then it will be for the hain track right before the finish. This is perfect for high scores in Showoff or an easy first place in Race mode!

CORYDRUMSZA acl. com

GTA3: SHOOT THE MOON LITERALLY
When you shoot
the moon with the
sniper rifle, it
turns from a
small moon to a



pant moon. This
has made me and
my friends crazy
because we can't
figure out what it
does. Can you
enlighten me?
Matt Gabrielson
(third420eye
falycos.com

the moon, it hanges size. But that sit. Oh, and Salvatore turns

A SECURITY AND RES

Game	Publisher	Score _	Issue
Sesame Street Sports	NewKidCo	1000	54
Shadow Madness	Crave	991	19
Shadow Man	Acclaim	94	27
Shadow Master	Psygnosis		5
Shadow Tower	Agetec	4	28
Shanghai: True Valor	Sunsoft	***	20
Sheep	Empire	***	41
Shipwreckers	Psygnosis	***	3
Shooter: Space Shot	Agetec		48
Shooter: Starfighter Sanvein	Agetec		43
Silent Bomber	Bandai	****	30
Silent Hill	Konami	****	18
Silhouette Mirage	Working Designs	1000	29
Sim Theme Park	Electronic Arts		33
The Simpsons Wrestling	Taito		45
Skullmonkeys	Electronic Arts		6
Skydiving Extreme	Banpresto	96	49
Sted Storm	Electronic Arts		24
Small Soldiers	Electronic Arts	91	15
Smurfs	Infogrames	****	29
Smurf Racer	Infogrames		45
Sno-Cross			
Championship Racing	Crave	96	37
Snowboarding	Agetec		43
Sout of the Samurai	Konami	01	24
South Park	Acclaim	91	27
South Park: Chef's Luv Shack	Acclaim	•	28
South Park Rally	Acclaim	•1	29
Space invaders	Activision		27
Spawn: The Eternal	Sony CEA	••	4
Spec Ops: Covert Assault	Take 2	•	52
Spec Ops: Ranger Elite	Take 2	•	46
Spec Ops: Stealth Patrol	Take 2	•	34
Speed Punks	Sony CEA		32
Speed Racer	Jaleco		8

8 40

37

2 Spider-Man Activision It's refreshing that a great movie means that everyone starts buying great games again. The influence of the oil web head

Join the Marines, the sub-marines The Sub-Mariner is the last guy in the character viewer. To get him

in there, do this:

. Enter "What It? Mode" code (GBHSRSPM)

· Reach "Spidey vs. Carnage!" level.

. You'll be able to see The Sub-Mariner peaking in through one of the windows, outside of the boss area

. Be sure to see him in full view to add him to the character viewer. Alternate Dally Bugle Scene

Here's something you might not expect from the team at Neversoft: . Enter the password RULUR at the cheats screen to unlock Neversoft president Joel Jewett.

. Start a new game. When you're prepped to fight Scorpion, J. Jonah Jameson will be replaced by Jewett who'll be clad in a stylish T-shirt and shorts.

10 Spider-Man 2 Enter: Electro Activ

Even though this game didn't fare as

well as the first PS one effort, it's still worth a play. Fun, webs, super-villains. What's not to love? Alex Ross white costume

You'll need to complete the game on Kid mode to untock the Alex Ross white cos

Big Feet Mode Enter "STACEYD" at cheats menu. Big Read Mode

Enter "AUEN" at cheats menu Complete Training Enter "CEREBRA" at cheats menu. Spin Jam

SpongeBob SquarePants	THQ	
Sports Car GT	Electronic Arts	001
Spyro: Year of the Dragon	Sony CEA	
Spyro 2: Ripto's Rage:	Sony CEA	
Spyro the Dragon	Sony CEA	****
Star Ocean: The 2nd Story	Sony CEA	
Star Trek: Invasion	Activision	*****
Star Wars: Episode I-		

Take 2

51 21 39

27 13

22



BASEBALL FEVER

High Heat 2003: Extra Innings

If you love baseball but can't seem to hit a ball out of the infield yourself, then there's nothing better this summer than High Heat. If you've loaded can be. Every major leaguer is now represented, meaning you know exactly who's on your squad. So we figured we could hit you up with some more tips. Here goes.

. Are you a Hall of Famer? You should be

This is a tip for the High Heat newcomers, not for those who have been hard at work on a season for the last couple of months. If you're just starting out, play on the Hall of Fame difficulty level. It's insanely hard and you're going to run into a lot of problems early in the season, but sooner than later, you're going to realize that you could crush the compe tition. We talked to the makers of High Heat and they said that testers who started on the lower difficulty settings could never catch up, skillwise, with the testers who played on the Hall of Fame setting. Then again the testers weren't accountable for the really tough-to-watch animations

· Pitching patterns

You still haven't noticed that every time you face At Leiter that he's bust ing you in on the hands with a cutter? Or that he's throwing fastballs away to start you off? Well you should know, because otherwise you're sleepwalking through the season. No matter how realistic of a baseball game this is, it's still a video game. And that means that pitchers are going to have patterns. Randy Johnson rings up rightles with that sharp slider. Mike Mussina will throw that biting curve in on your hands and it'll flutter over the inside corner. So watch for these types of patterns!

Stealing signs

We've mentioned this before, but we'll say it again. The computer will react to how quickly you pick your pitch and throw to home plate. So pause after you've selected your pitch Don't just pick a pitch and throw it Then again, quick pitching could be an advantage. If you quickly pick the pitchout, you might get easy outs if your catcher has a strong arm

· Prior-ity

One guy who missed the roster update was Chicago Cubs phenom Mark Prior, considered the greatest college pitcher ever. Instead of having you look up all the stats, we figured we'd help you out

General

Number: 22 Position: Pitche Complexion: Light

Face: Clean Height: 6'5"; Weight: 225

Body Type: Average Pitching Throwing Arm: Right

Delivery Style: 3/4 Endurance: 6/10

Effectiveness: 8/10 Ground Ball ratio: 4/10 Pitches: Fastball, Curve, Cutter, Slider

Bat Side: Right

Average: 4/10 Power: 5/10

. Edit this!

We ran this last month in our Tricks Forum, but in case you missed it.

This cheat allows you to access the game editor, so you can set up any specific game situation. To turn on the code, press Start and press Square, Square, Circle, Circle, L1, R1. You will hear a chime. Then press all four shoulder buttons (L1, L2, R1, R2) to activate the code.

Dave Langelier langerlier@attbi.com



Ton 1	Activision	****	14	
Tenchu 2: Birth of the				
Stealth Assassins	Activision	***	37	
Tennis	Agetec		53	
Tennis Arena	Ubi Soft	984	4	
Test Or Je 4	Accolade	****	3	
Test Drive o	Accolade		15	
Test Drive 6	Infogrames		27	
Test Drive Le Mans	Infogrames		34	
Test Drive: Off Road 3	Infogrames	••	26	
Thousand Arms	Attus	****	26	
Thrasher: Skate & Destroy	Rockstar	0001	29	
Threads of Fate	Square EA	8001	35	
Thunder Force V	Working Designs		13	
Tiger Woods 99 PGA Tour Golf	EA Sports		16	
Tiger Woods PGA Tour 2001	EA Sports	****	41	
Tigger's Honey Hunt	NewKidCo	****	41	
Time Crisis: Project Titan	Namco	***	45	
Tiny Tank	Sony CEA	••	25	
Tiny Toon Adventures:				
Plucky's Big Adventure	Conspiracy	64	50	
Tiny Toons:				
The Great Beanstalk	NewKidCo	****	18	
TOGA 2	Activision	*****	27	
Tom & Jerry in House Trap	Eidos	***	41	
Tom Clancy's Rainbow Six:				

Wineflut 3

Woody Woodpecker Racing

Score

... 45

.... 29

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801

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Psygnosis

91 25

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.... 20

Game	Publisher	Score	Issue
World Cup 98	EA Sports	***	10
World Destruction League:			
Thunder Tanks	300	4	39
The Bond L. p.	Electronic Arts	***	40
World's Scariest Police Chases	Activision	**	47
Worms Armageddon	Hasbro	0001	27
Worms World Party	Ubi Soft	***	55
Wu-Tang Shaolin Style	Activision	***	28
WWF Attitude	Acclaim	****	24
mars, M	THO	*****	31
WWF SmackDown! 2	THQ		40
Wh. Your	Acclaim		12
X-Bladez: Inline Skater	Crave	•	55
X-Files	Fox Interactive	***	28
X Games Pro Boarder	ESPN Digital	****	14
X-Men: Children of the Atom	Acclaim		6
X-Men: Mutant Academy	Activision	***	36
X-Men: Mutant Academy 2	Activision	***	50
Xena: Warrior Princess	Electronic Arts	0001	26
Xenogears	Square EA	****	14
You Don't Know Jack!	Berkeley Systems	*****	25
You Don't Know Jack! Mock 2	Sierra		40
Yu-Gi-Oh: Forbidden Memories	Konami	01	57

ire some code passwords for cards starting with the letters A

et the

Hote are some cone hessianing in	cas a attitude with the
D. If you keep buying it, we'll keep	more cards coming Ke
mind that you will need a certain a	amount of Starchips to g
cards when you do use these pass	words.
Card	Password
Ancient Elf	93221206
Ansatsu	48365709
Battle Ox	05053103
Beaver Soldier	32452818
Blue Eyes White Dragon	89631139
Book of Secret Arts	91595718
Card Destruction	72892473
Castle Walls	44209392
Cettic Guardian	91152256
	04031928
Change of Heart	
Curse of Dragon	28279543
Darkfire Dragon	17881964
Dark Hole	53129443
Dark Magician	46986414
Dark World Thoms	43500484
De-Spelf	19159413
Doma the Angel of Silence	16972957
Dragon Capture Jar	50045299
Enchanting Mermald	75376965
Fiend Reflection #2	02863439
, Fire Grass	53293545
Fissure	66788016
Flame Ghost	58528964
Flame Swordsman	45231177
Gala The Fierce Knight	06368038
Glant Soldier of Stone	13039848
Great White	13429800
Green Phantom King	22910685
Gyakutenno Megami	31122090
Hane-Hane	07089711
Harple Lady Sisters	12206212
Judge Man	30113682
King Fog	84686841
Kojikocy	01184620
Łast Will	85602018
	40374923
Mammoth Graveyard	
Man-Eater Bug	54652250
Man-Eating Treasure Chest	13723605
Monster Reborn	83764718
Monster-egg	36121917
M-Warrior #2	92731455
Mystical Elf	15025844
Mystical Sheep #2	83464209

TELL US WHAT YOU THINK

Drop us an email, let us know what you like the best about our Replay section, what you'd like to see more of, and even what you could do without. Send your comments to:opm@ziffdavis.com with REPLAY in the subject line.

REPLAY FORUM

weapons" in Final Fantasy X and I manage to get all of them except Wakka's. You said that I need to four overdrives first in order to get the sigil as a lease tell me how to get Wakka's four overdrives, so can complete my work. Thank you! Cristian

dhotmail.com

SPIDER-MAN (PS2): BE AN ANTI-HERO To unlock the Green Goblin mode, which allows you to play Norman, beat the ime once or ther Hero or culty. The story will be changed slightly by doing this.

langelier Gattbi.com

TIGER WOODS PGA TOUR 2002 CLUBBING OUT To carry 17 clubs do the following on the Club Select screen:

• Unselect the 4 Iron and 6 Iron
• Select the 5 Wood and 7

. Unselect the 7

• Select the 1

. Unselect the 2

• Select the AW • Begin your

In addition clubs, you sh ssess the 3W, 5W, 1I, 2I, 3[, 4] 61, 71, 81, 91, PW AW and LW. If figure out how to obtain the 7W as well, I'll stop i and whisper it in Zoe's ear.

Reader Reviews



To buy or not to buy. To rent or not to rent. To write a smart, to-the-point reader review to sit on your burn and play more Medal of Honor. You choose. If you're up for it, write a remember that not every game deserves a 5-disc rating just because you like it! Be savvy die critical and impress us

Red Card Soccer 20-03

What you said: "Red Card is not terrible, but I was expecting so much more. It seems Midway tried to play this soccer game too much down the middle, and that was a mis-

and getting yourself into a solid shooting/ come flying out of nowhere with a kick into

SSX Tricky

What you said: "SSX was great. The purest,

This game will provide same for for the first couple of weeks, but then the excess stuff in the level, and the flaws will catch up to you flawed. You've been warned." Your Score cool

> lan Laflotte nindigi@vahoo.com

What we said: "Tricky is so good that it will Our Score com

Escape from Monkey Island

What you said: "When I saw Monkey Island was out on the PS2, I went right out and bought it. From the moment I turned it ou, it was everything I could want in a game. A new what the video-game world needed. The

"The game fails to support any real reason for playing through to the end."

your head to break up the play is beyond frus

yelling "Goooooal-lalalalalalalala" for next sea Your Score ****

> Jeff Belsky OhJTBehaaave@cs.com

What we said: "While Blitz and Hitz both: Our Score ...

Devil May Cry

What you said: "I bought my PS2 after the recent price drop. To get things started, I

Your Score acced

lamanama@hotmail.com

What we said: "With the exception of a rather

Drew Mitchell

humor is laugh-out-loud funny, something Your Score

Snootchiebootchies720@yahoo.com

What we said: "It's very intuitive and very easy to pick up, and it's carried out with a refresh-Our Score *****

Largo Winch .// Commando Sar

What you said: "Does this game even classify as anything? Even the title turns you away from buying this embarrassment. There's no depth, to control possible, no difficult challenge

It deals with so-called "secret agent" guys battling it out with bad people. The puzzles Your Score €

Michael Medina MICHAE2414@aol.com

What we said: "Dumb name, Dumb game, Our Score 4

Our Score Com



POSTCARDS FROM E3

OUR THOUGHTS ON THE BEST, WORST AND WEIRDEST OF THE 2002 SHOW

GAME(S) OF THE SHOW

Joe: FFXI, SOCOM, The Getaway
Gary: Kingdom Hearts, Dark Cloud 2...and
all those other tasty RPGs. Yum!

Todd: NCAA 2003, Tony Hawk 4, NBA 2K3
John: I think SOCOM and The Getaway both
take some beating, but Kingdom Hearts
just blew me away. Again.

Chris: Contra: Shattered Soldier, NCAA Football 2003

Sam: Contra, Shinobi, Soul Calibur 2

COOLEST TREND

John: Cet-shaded/cartoony games.
Todd: Sega Sports integrating ESPN.
Joe: Duh. Online, baby!
Gary: I gotta agree with John on the
cet-shading thing. Love it.
Sam: Yep, John's right. Everything looks
good when it's cet-shaded.

Chris: Celebrity voiceovers for games (Kingdom Hearts, X-Men: Wolverine's Revenge and Malice, to name a few)

KEEP AN EYE OUT FOR

Gary: BG&E, XIII, Wild Arms 3 Joe: BG&E, Treasure Planet, Gladius John: War of the Monsters, Red Dead Revolver, XIII

Todd: The Sims, NBA 2K3, NHL Hitz 2003 Chris: Wolverine's Revenge, The Two Towers, everything LucasArts
Sam: Contra, BG&E, War of the Monsters,
.hack, GunGrave, Splinter Cell

BIGGEST SURPRISE

Todd: Hot model-type L.A. dames were giving me their phone numbers.

Joe: That Todd's girlfriend hasn't broken up with him over hot model-type L.A. dames

giving him their phone numbers.
Oh, and *The Thing*. It rocks!

Gary: Discovering at the Sony party that I

actually dig Outkast

John: Some of the best games were on the
PC...Doom III, The Sims Online and
Command & Conquer Generals all proved

PC...Doom III, The Sims Online and Command & Conquer Generals all proved that the consoles haven't completely taken over. That, and that hot model-type L.A. dames were even speaking to Todd, let alone giving him their phone numbers.

Sam: No lie. Rachel Hunter started a conversation with me at the Sony celeb party.

IIGGEST BUMMER

Todd: Rockstar didn't show the most anticipated game: GTA Vice City. Sucky,
Joe: Auto Modellista's online play. Wow,
that car behind me just materialized in
front of me!

Gary: When all the bars at the Sony party ran out of yodka. I had to resort to drinking



lite beer out of a can with a straw!

John: Where were all the decent racing games? Where was GT Concept?

Chris: Batman: Dark Tomorrow looks like it'll suck. [A Kemco Batman game sucking? Impossible! —Ed.]

Sam: No GTA Vice City. Come on, Rockstar, the game's coming out this year and you couldn't even show us a glimpse? Too good for E3, are you?

COOLEST MOMENT

Todd: When John Madden commentated the Madden online game between Daunte Culpepper and Jevon Kearse.

Joe: Seeing Rygar throw his Diskarmor at a support column in a huge ruin, causing the entire building to collapse.

Gary: Joking around with Kingdom Hearts director Tetsuya Nomura during an hour-

John: Driving around the streets of London in *The Getaway* and recognizing tons of stuff.

Chris: Being smiled at by one of Hugh Heffner's seven Playmate girlffnends. I would have made a move, but she's obviously in a committed relationship.] Sam: Madden. He was hilarious

BEST GAME ON AN "OTHER" SYSTEM

Sam: Zelda on GameCube

Joe: Yeah, I'll second the Zelda shout-out. It'll be the reason I buy a GameCube. Gary: Zelda. Hands down

John: I'd say Zelda, but you already did...so it's a toss-up between Metroid on GameCube or Splinter Cell on Xbox Chris: I wouldn't say Zelda just because I can't freakin' stand what they've done to its

look! Grr...anyway, I'd say Metroid. Todd: There are other systems? Cool

E3 QUOTE MACHINE

If you pay close attention at E3, someone's going to say something especially amusing. We caught these quotes on tape at the world's biggest gaming party.

"The coolest motherf-rs on the planet!"

-Kaz Hirai, president of Sony CEA, introducing Dutkast at the Sony pents

"All these characters, and we've never resorted to killing someone off to evoke emotion. If we're going to make you cry, we're going to make you cry with an honest story."

Yoshitaka Murayama, producer of *Suikadentli,* making a sly energic o *Final Fantasy VII*



"It all comes down to who's got the more highly developed optifroculon."

— John Madden, on who would win the online game between Vikings QB. Daunte Culpepper and Titans DE Jevon Kearse at Sony's press conference

I really shouldn't have done that last night...

-Todd Zuniga and Gary Steinman on Wednesday, Joe Rybicki on Thursday, John Davison on Friday, Chris Baker land Todd againl on Saturday, and Sam Kennedy every day

BAD READIN'

Ever heard of Jean-François William? We hadn't either until E3. He's the author of the William's Almanac. Given out to every registered E3 attendee, the book claimed to tell "everything you ever wanted to know about



video games." Instead, it turned out to be a tool for laughter for the *OPM* staff. Inside this nevercopy-edited gem we found more mistakes than we could count. Here's just a few of our favorities:

"Soul Reader 2"

Is Raziel taking the leap into edutanment? Not quite. But apparently you can "expect about 20 hours of delightful mishaps!" What? Is soul sucking really that delightful?

"SSX Big

Is this a sequel, Jean-François? Because we haven't heard of it. Oh, wait. You haven't either, because it doesn't exist.

"Star War: Rogue Leader"

Beware, GameCube owners: "The quality of the visuals will drive you to the outer limit of your abilities," which might complicate things when you attack "mighty Darkstar," "Darth Vader's hideout."

Onimusha: Warlords

We'd love a game that could pull this off: "The intro scene will just blow you..." Sounds great!

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The Big Three

No, not Sony, Nintendo and Microsoft. EGM is talking about the GameCube's heavy hitters: Mario, Metroid and Zelda, EGM gives you the lowdown on these Cube titles you just can't live without. Plus: an E3 report card

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All Night Long Bioware revived D&D on the

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Editorial content subject to change



RICHY CARMICHAEL

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PlayStation 2

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